

BENEATH THE *Stained Abbey*



NATURAL 20



SHIRTS

Carl Huber

**Delve into the caves and sewers beneath the cursed Abbey in Barovia
in this expansive adventure for the Curse of Strahd campaign.**



Howls rend the air, cascading out over Krezk. But they are only the outward signs of trouble at St. Markovia's Abbey. If we only knew that beneath the Abbey, behind an imposing cliff face, lay chambers long abandoned to horrors. And through these caves and sewers flows a steady stream of filth directly down and into the secluded town – filth purified and rendered at the last minute “safe.” That is, until a certain party of travelers arrives and unknowingly set in motion events which may ultimately doom every fearful inhabitant of the frosty mountain town.

Beneath the Stained Abbey is a full adventure expansion built to tie in with the *Curse of Strahd* campaign setting. That said, it can easily be adapted to any urban setting or castle underdark. It adds a complete adventure which should take many hours and present a scalable challenge appropriate to any party. We present on a basis of about 4 players at level 8, as a starting point.

For additional adventures to the *Curse of Strahd* campaign setting, seek additional materials at www.dmsguild.com (search: Carl Huber)

- ***The Curse of Strahd NPC Relations Map***
An absolutely necessary (we think) visual map of the NPCs of the campaign.
- ***Lady Wachter's Cult of the Blackness***:
a one- to two-session adventure for Vallaki that supposes your PCs have killed Lady Wachter. Get the Premium edition!
- ***The Abbot's Journal***
A detailed expository journal chronicling the Abbot's descent into madness and relations of Strahd and the Belviews.
- ***Wizard of Wines Wine Labels***
Beautiful, fun wine labels to impress players.
- ***Khazan's Tower***
Gorgeous full color maps of the tower, and bonus material such as an upgraded “door puzzle.”

A New History of Krezk

Prior to CoS & Beneath the Stained Abbey

1. Markovia builds the Abbey (*per campaign book*)
2. Krezk forms (*per campaign book*)
3. Saint Markovia realizes that due to the amount of people suffering in Barovia, the meager sanitation offered by outhouses is insufficient for all the sick and tortured showing up at the Abbey. She hires a local mining family, *the Belviews*, to excavate below the Abbey and build a sewer system.
4. The Belview line is tainted by a curse as they dig into and accidentally desecrate an ancient Druid burial ground (the same Druids from Yester Hill).
5. The sewer is built poorly by the Belviews, who are slowly going insane (which leads to their eventual desire for the Abbot to change their bodies) and the sewer-water taint flows into Krezk's water supply. None will venture into the caves to fix it.
6. Saint Markovia blesses the water at the point where it enters Krezk's immediate water supply - rendering the Sparkling Pool clean and beautiful, and the rest of the water beneficial for fertilizing the land. This gives Krezk soil far richer than it had ever known, allowing them to become self-sufficient - which they do with great eagerness, closing their walls.

7. During Strahd's seige (*per the campaign book*) the Abbey's population flees into the sewers but are trapped. Despairing, they tear Saint Markovia limb from limb and fall to violence or starvation. The water is clean again at the source, but the blessing on the Sparkling Pool remains. Krezk's crops are once again without sufficient fertilizer and again barely suffice to provide enough food to sustain the community.

8. After years of silence at the Abbey, **The Abbot** arrives .

9. The Belviews move in under the Abbot's care and, with their "contributions" crops grow better in Krezk; *the citizens credit the Abbot with bringing the blessing of the Morninglord*, and have a reason for tolerating his eccentricity. They do not know the real reason for their crops improving is the "night soil" from dozens of insane, gibbering, slaving monsters.

10. Over years, Saint Markovia's blessings begin to fade. Crops grow well but the citizens fall ill - the source of a wasting plague that eventually kills Burgomaster Krezkov's last child.

11. The Abbot steals the 3rd gemstone from the Wizard of Wines and places it in the Gazebo statue, or the pool itself, to once again purify the drinking water for all of Krezk.

Note this is unnecessary if you've placed the gemstone elsewhere.

12. The PCs arrive in Krezk - and shit hits the fan.



How it Begins

Your players have arrived at Krezk, and the chances are good that things have not gone completely smoothly. At its base, *Beneath the Stained Abbey* is a dungeon-crawl exploration adventure. However, much of the story of it ties into the past - and future - of Krezk, and can make for significant changes to Curse of Strahd as a whole. Here are tips to tie it in smoothly.

The Gemstone Issue: The third gemstone, long missing from the Wizard of Wines, has been placed in the cave system. The Abbot stole it when he realized the blessing of Saint Markovia was fading and he wanted to protect the community. He figured safe drinking water to be more important than champagne. You can hint to this happening when the PCs talk to the Martikovs at the winery. The Abbot will have visited the Abbey a month before the first gemstone disappeared, learning of its power.

The Abbey: You should ramp up your descriptions of how depraved the Mongrelfolk are. Replace one of the room's descriptions with:

"From inside this chamber an overwhelming odor assaults your senses, making you reel. Roll a CON save. (DC15 or PC is *poisoned* for 2d4 rounds. This happens to the first PC only) The five mongrelfolk living in this squalid cell fearfully and angrily gibber over each other. They are all so twisted and covered with boar's hair and stubby but spindly appendages that they resemble hideous human-faced spiders. They have also smeared feces over every surface in the room - the floor, the walls, the ceiling, and each

Content Warning

Because we care.

Mental Health is no joke. We use terms like "insane" and "mad" to describe the Belviews, and "madhouse" for the Abbey. These are antiquated and offensive terms. But they are used throughout Curse of Strahd because it fits a gothic-horror setting. We do not condone the use of such diminishing terminology when it comes to the real, modern world. We respect and support those dealing with mental health issues.

other. Every surface is covered in excrement except the toilet-hole grate in the far corner. In their madness they have polished the bars and set small candle stubs in a circle around it. They stare at you with wide, fearful eyes."

If calmed and interrogated, one will tell how the candles are a memorial for an old cousin who managed to pry up the grate (it IS freely openable!) and descended below. This was years ago. In truth the mongrelfolk immediately died upon falling down the slough-tube and smacking into the filter-grate. But this is why they do not defecate down this grate.

Additionally the garden behind the Abbey, with the scarecrows, should be described as having a powerful odor of shit, despite the cold air. The crops, however, appear to be healthy - if not odorous. In truth they are not exactly safe to eat.

How it Ends

Depending on what the PCs do, there may be many different outcomes. There is a list of repercussions at the end of the adventure. It's impossible (as you know) to predict every action your players will take, but this will let you adapt.

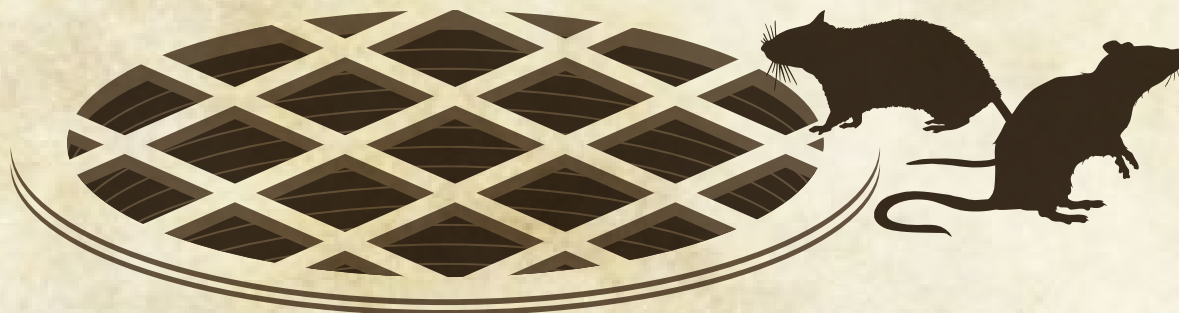
Use Your Big DM Words

Oh. Shit.

We're going to say "shit" a lot in this adventure module. Hopefully so will your players. Just a heads up.

Here are some alternatives appropriate to the adventure:

- night soil
- mongrelfolk's blessing
- the remnants of the Belview curse / the Belview Legacy
- puddles of pungent poop
- the blessing of the asses of the insane
- the asylum's drainage
- wastewater from the criminally mad
- the remnants of the Abbot's meals
- the shit flows down hill, and you're far beneath a hill
- dark chunky and slimy matter choking your lungs
- sewer gold
- the bane of plumbing Barovia-wide
- the Dark Powers' very own excrement
- a bouquet of fecal flowers, blossoming with fragrance



Introduction to Beneath

There are five main levels of the Beneath:

THE ABBEY	The PCs get flushed.
ADMINISTRATION	Sorting, storage, stench
WATER CONTROL	Puzzle and flow
DRUID BURIAL GROUND	They didn't move the bodies
SECRET GARDEN	The power of stolen magics

Each has a distinct environment, challenge, and vibe, as described in its section. PCs may progress quickly through them but will miss opportunities and story.

Enticing the Players

Some players are natural born explorers and want to overturn every stone. Others need convincing. We have concocted several different story options to entice players who otherwise might say "tell me why we would voluntarily jump down a shit-hole in a monster-ridden madhouse?"

- If Strahd destroys the Gazebo and zaps the pool with lightning (see "Something Blue" special event in the Krezk chapter of *Curse of Strahd*) then St. Markovia's blessing is immediately destroyed and the pool instantly starts to bubble with sewage. Townsfolk, drawn by the explosion, cry out, "our only source of water! What has happened?" the Burgomaster adds, "My grandfather told me our water comes from within the cliffside - perhaps something below the Abbey?"

- As the players explore the Abbey, replace the first of the Mongrelfolk rooms with this description: "As you open the door, a half dozen mongrelfolk of all description huddle in the far corner. They are fearfully gibbering but hush up and stare at you. You catch the end of what they were saying: 'protect the gold and copper! protect the great treasure and power!'" – they are standing on top of a sewer grate. The gold they refer to is urine. The copper? It's shit. But they will easily and fearfully tell the PCs that there is ancient treasure down the grate.

- As the players explore the Abbey, replace one of the Mongrelfolk rooms with this description: "The door swings open to display a solitary Mongrelfolksman dropping something down the sewer grate. He turns to you with his blue-black fur and gleaming yellow eyes and grins: 'an offering to the Night Prince!'"

- The Mongrelfolk tell a story of their parents *seeing* the Abbot descend with the gemstone.

- If all else fails, Rahadin shows up and laughs at their lack of exploratory skills and directly tell them that he saw the Abbot steal the 3rd Winery gemstone, go down into the sewers, and return without it. This is true.

- It's possible they find the hatch-and-ladder in the garden, if they search the area and pass a DC15.

LEVEL ONE

Note: use the Abbey map from Curse of Strahd.

THE ABBEY: Once the players have decided to go into the drain system, gaining access is easy. Each of the eight Mongrelfolk cells contains a grate in the far corner with the following description:

“Upon closer inspection, this heavy grate looks like it was once well cemented into the flagstones of the floor. Time and abuse by the mongrelfolk has left it heavily corroded and loose in its fittings. Surely a few sharp blows and a strong heft from two of you would suffice to dislodge it completely, but are you sure you want to? The acrid aroma of bodily refuse lingers here. Below the grate you can see a rusted steel tube descending a few feet before giving way to tight-fitted stonework - covered all around in yellow moss. The tube descends further than your light carries, curving away like a grain chute and delving deep into the cliffside's rock.

DESCENT: If they jump down, read this. If they rappel or descend slowly otherwise, modify this description as required:

“You aim for a controlled slide or to have any control (DC 25 Dex Check) but you find no purchase and no footing. You tumble, cartwheel and spin as you slide into the dark. The trip lasts a few dozen feet before you careen into stone barrier; the wall of a steep funnel with a hole easy 15 feet across at the bottom. You notice you fell through one of eight identical tube exits, as you tumble and swirl around the hole and drop again into darkness. (DC 10 DEX check or drop anything they're holding - which WILL fall through the sluice grate when they land)

You free-fall dozens of feet, fingers fruitlessly brushing the dung-slick walls, before slamming into a thick iron grate set at a steep angle – taking 5d10 falling damage – and tumbling off it to land in a pile of other detritus too large to fall through: chunks of furniture, an entire stained carpet, and several corpses broken, twisted, and years decayed. One appears to have survived the fall and crawled a few dozen feet before succumbing to injury.

LADDER: If they find the hatch and ladder, it is easy for them to open and climb down, save for it missing the bottom 10 feet. Proceed to the description of the room in Level Two.

Light Reading

Remember that there is NO illumination anywhere in the Beneath until the players reach Level 5. They must provide torches, lanterns, magical light, etc., or rely on darkvision.

BENEATH THE Stained Abbey

25 square feet
(approx.)

LEVELS:

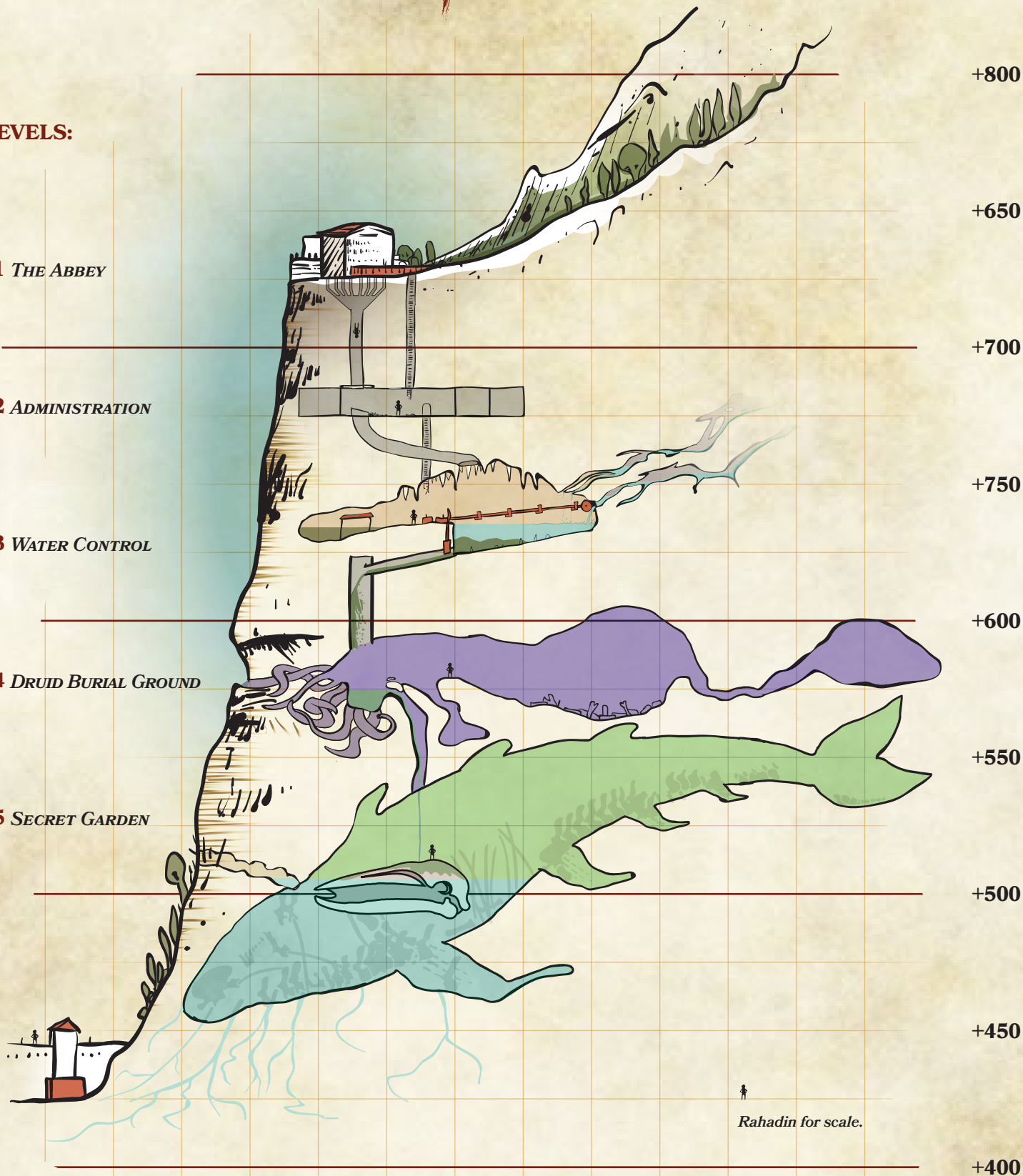
LV.1 THE ABBEY

LV.2 ADMINISTRATION

LV.3 WATER CONTROL

LV.4 DRUID BURIAL GROUND

LV.5 SECRET GARDEN



Rahadin for scale.

NOTE: Distances on this map are approximate, especially distance from the edge of the cliff. See Levels' pages for accurate details.

LEVEL TWO

2A - ADMINISTRATION: This level was a staging area for the Belviews during construction.

“The stale air in this large rectangular room is cold and fetid. The walls, floor, and ceiling are a colorful patchwork of slick-looking molds. At each far end of the room, a pair of mold-covered doors sit grossly. The collection tank in the center of the room slowly leaks piss and shit into a trough which flows to a large tunnel opening in the wall, then into darkness.

The tank's sluice grate is tilted at an extreme angle, and it appears that over the years many large items - and bodies - have been dumped, fell, or leapt down, sliding off into a heap of detritus on the floor.

A broken ladder from a hole in the ceiling aims to a hole in the ground - the rest of the ladder long rusted to pieces. It's now simply a hole into darkness.

A tarnished brass sign with mold-highlighted writing proclaims this area to be the proud work of
BELVIEW MINING & CONSTRUCTION FAMILY

A player who searches this pile is set upon by two **mongrel-zombies** who attack with *surprise*. An investigation of the pile of detritus reveals the twisted, animalistic forms of more mongrelfolk. These are all years old - some so dessicated and leathery they must have laid in this pile for decades.

If an investigation check passes DC15, tell the players that the oldest corpses appear to have the least animalistic qualities. This indicates a time before the Abbot *completely* twisted their forms. There is little of any value in the pile, as everything is either smashed to bits, corroded beyond salvaging, or soaked through with wastes.

The ladder-hole drops to Level Three, some 60 feet straight down with no ladder.

MONGREL ZOMBIE

Medium undead, chaotic evil

Armor Class 12
Hit Points 35 (5d8+3)
Speed 20ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	7 (-2)	10 (+0)	4 (-3)

Immunities Poison, Charm
Senses Darkvision 30 ft., Passive Perception 10
Languages Understands Common, can't speak
Challenge 1/2 (100 XP)

Climbing. The Mongrel-Zombie's spider- and slug-like skin patches allow it to climb and crawl on surfaces without difficulty, including ceilings.

ACTIONS

Mongrel-Zombies make two attacks. One each of:

Fist Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d6 + 2 bludgeoning damage.

Claw Slash or Bite. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. Hit: 1d6+2 slashing damage and the target must make a DC10 CON save vs. poison or be sickened by the filth and sickness on the claws (*poisoned*) until the end of their next turn.

2B This room contains the pulley-belts needed to operate the machinery on Level Three.

“The heavy door feels permanently damp with humidity and is covered in slippery mold. Years ago the handle mechanism has rotted away. The door falls open to reveal a dank room with hanging cobwebs - fist-sized spiders long ago starved to death lay curled up on the floor and covered in fungus.

Several large crates are stacked haphazardly throughout the room, in various stages of decay.

Searching the crates takes some time, as much of it is rotten through to paste and bits, but reveals:

- A total of 60 feet of rope if several pieces are knotted together. This rope will break if subjected to more than 300lbs of weight.
- Three large somewhat elastic cloth bands that appear to reach some 30 feet. They were carefully packed in dry crates wrapped in oiled cloths. A character must have a 14 STR to be able to carry one without disadvantage on STR & DEX checks.
- Three serviceable but corroded bullseye lanterns
- Oil for lanterns
- Two mining pickaxes (1d10 piercing dmg, heavy two-handed weapon. Reach 5 feet)
- A key (to room 2C)

2C The key to this room is in 2B. The door can be battered in on a DC20 STR check or the lock picked on a DC20 DEX check.

“The oxidized metal door to this room refuses to budge, a large lock mechanism set into it and stubbornly denying entry despite its age.

When entry is gained:

“The room is filled with buckets. Or backpacks. Stacks of thick burlap satchels with shoulder straps. Presumably for carrying rock debris or mining tools. The floor is strewn in places with chips of rock.

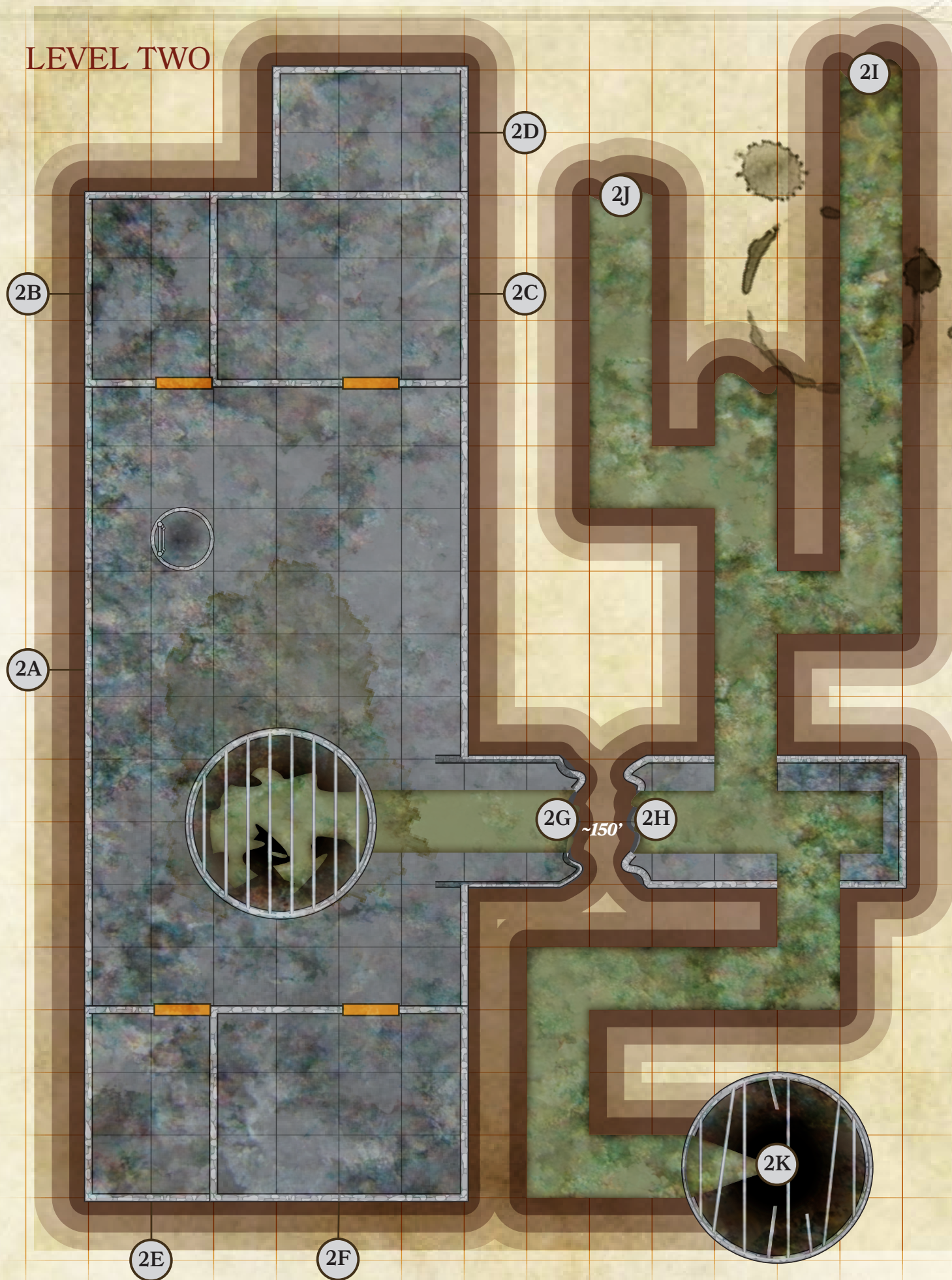
On a DC15 Perception or DC10 Investigation, a hidden door in the back of the room is revealed by following scuffs in the patterns of rock chips.

2D The room seems at first empty, however:

“The room strikes you as empty at first until you see the far corner: two dead figures, stout men, are locked in a tableau of eternal greed: between the two of them is a spilled basket filled with gold coins. Each grips one of the basket's handles, and each has a hand either grasping the other's throat or thumbing out its eye. Their leathery mouths hang open in an endless horror of choked screams.

The basket hold 750 gold and a black moonstone. The stone is cursed: one who completes a long rest with it in their possession will take 1d6+2 Necrotic damage whenever they deal 15 or more damage at once. A *remove curse spell* or being 5 or more miles away from *The Betrayer's Moonstone* ends its effect.

LEVEL TWO



2E The sturdy, oiled lock to this door resisted corrosion. The door is in decent shape, appearing to be an oiled metal somewhat protected from the elements. The door features a quality looking lock built into it. The key is long lost to time and the lock requires a DC20 lock pick check to be opened. Pickaxes from 2C and other methods may be used to destroy the door, but the maggot-creatures at area 2I will have surprise when the first PC reach them.

“ This was once a tidy office. Now it is a tomb. A bath of ancient dried blood covers most of the floor, flaking and brown. Two figures, a man and woman, are slumped in chairs across a desk from one another. Inside the doorway, a purplish fungus is spread out across the width of the floor.

The purple mass is a **violet fungus** (MM p138).

“ The woman behind the desk has a shining rapier protruding from her chest, her hands grasping the handle. The man sitting at the desk has a death grip on a rusty dagger; his throat is open and everything below his neck is brown with dried blood. Open on the desk between them is a work ledger containing many daily entries.

The second to last reads: “We have delved into a new chamber in pursuit of drainage for the Abbey’s sanitation system. This could be the stroke of luck for which we have waited. The Belview family will increase its standing in all of Barovia!”

The last entry reads in fevered script: “We have dug too deep! Would that we never reached this accursed place. Our ancestors are shamed, our descendants accursed!” The quill pen is crushed and laying next to the page, along with dry spilled ink.

The entire Belview family line received a curse upon desecrating the ancient Druid burial chambers in Level Four. The nature of the curse is such that the Belviews disturbed the rest of the Druids, so they are accursed to always be disturbed and seeking to become more “natural” – wanting to be animals but never achieving it. Some Belviews sought out the werewolves to voluntarily contract Lycanthropy – this can tie in to the werewolf clan! – but others lingered in anguish and madness, waiting for the day when The Abbot would arrive to grant their twisted desires for animal flesh and skills.

The rest of the ledger is tidy script detailing mining and construction operations; nothing useful.

Inside the desk is 42 gold pieces, utterly crumbling writing supplies and notes, an oil lantern with a small amount of oil, and a sealed pot of honey and hardtack biscuits (the honey is fine; the biscuits are inedible)

The sword in the chest of Jeelgana Belview is a +1 Rapier called *The Belview’s Bite*. This name is engraved on the crosspiece, showing a sigil of a snarling badger head.

2F Clues for later exploration!

“ Upon your lightest touch the door crumbles to pieces in a heap on the floor. You see the room beyond is filled with chunks of rock rubble. This must have been a drop zone for rock debris before they were brought to the surface. Off to one side is a series of rocks intentionally put in a row.

The rocks placed to the side show things the miners were interested in as they explored. Several large rocks hold depressions with fossilized fish bones. Another stone is split open to reveal a geode worth 15gp. Another stone is a pretty glistening purple color. Yet another appears to have a fragment of carving on it. Upon inspection it is ancient Druidic language. One who speaks Druidic can pass a DC10 History check to read the phrase “*and your garden will be tended. Slumber in its evergreen peace as-*”

2G Upon entering this area, players must roll a DC15 CON save. A PC covering their face gives advantage. If they fail, the player rolls a d6 twice. The PC is violently nauseated and has disadvantage on ability score checks *and* saves for the two abilities corresponding to: 1=STR, 2=DEX, 3=CON, 4=INT, 5=WIS, 6=CHA. If the same number is rolled twice, only one score is affected. This lasts until they are out of the area (on to Level 3 or return to 2A)

“ The nearly stagnant flow of mongrelfolk waste slides down a moldy, mildewy channel in the middle of this tunnel extending hundreds of feet into darkness. The acrid horror that is the stench claws its way across your nostrils as you swallow a retching impulse. A shallow ledge runs along each side of the trough. You can manage to walk along it carefully, but the threat of the sewage is everpresent. Here and there small flotillas of maggots wriggle.

2H Entering stinktown, population: PCs!

“ After carefully proceeding down the tunnel hazy with waste fumes, you come to a wall. The tunnel branches off to the left and right. Straight ahead they appear to have simply stopped tunneling or adding stonework.

You strain your eyes to see down either tunnel, but gentle curves and distance obscure your sight. The stonework appears very well made, and maintains a slight descending angle, allowing the...material... to flow. Ahead you see a dead and bloated rat burst open, spilling its putrid guts into the stew.

You realize with a lurch that the tunnel narrows to barely five feet wide. The ledges have disappeared. The only way to walk this path is shin-deep in slow moving sludge.

Of course a fastidious player may use a Spider Climb effect/spell or levitate by some means, etc., to stay out of the raw sewage.

2I For this challenge, note an errata ruling about spaces, since this tunnel is only 5' wide: "you can't willingly end your move —any part of it—in another creature's space" — so the players *can* swap order but only if they move out of each others' way.

“ This branch of the tunnel appears to end like the main tunnel. The sloping floor dips a little, allowing a pool to form. Someone has dumped a batch of wet sheep's wool, or perhaps cheese curd?

No, it is a swirling and writhing mass of grub-like maggots! Each as big as an open hand, the sound of their writhing infests your ears. As they chew the air and turn as a single-minded undulating wave, a muscular pasty lump large as a cow's leg with a hellish articulated maw flails its way toward you. The massive snot-colored grubby thing sports legs and drooling mandibles, and clicks and squelches across the pile, twitching its mass angrily.

Skwikswerch the Grubmaggot Queen starts in front of her brood but lets them progress first to use her breath weapon (see creature blocks to the right). Beneath them are only bones.

2J This tunnel *ends* in a caved in, collapsed pile of rubble. Two signs on opposite sides of the wall are covered in slimy dust and cobwebs.

One reads: UNSTABLE DIG NO MORE

The other reads:

Here remains forever to lie
Cousins who worked and cousins who died
Crushed to death, whoever knew
The fate of many of the name Belview
To die in a tunnel filled with feces
Sorry dear cousins; rest in pieces

If the players attempt to excavate to search or progress, they may roll a STR check. Results:

- Beat DC10 - can clear some medium stones
- Beat DC 15 - uncover a corpse crushed into bits, with a smashed pickaxe, helmet, and gold tooth with a diamond set in it. The gold is worth 1GP; the diamond is worth 50GP
- Beat DC 20 - the PC dislodges a large boulder with a mighty heave. Immediate DEX check for anyone near them. The player who dislodged has disadvantage. If they fail a DC20 check, more rocks fall and they take 4d6 bludgeoning damage.

2K The way out is through.

“ The slurry of the twisted mongrelfolks' waste slides down this tunnel in a steepening slope. The tunnel widens into a fifteen foot circular drain chute that plummets 20 feet before turning into a shallow slide and twisting out of view. A distant splashing reverberates back up the pipe. A similar large grate to the previous room sits atop this pipeway, however it is corroded and missing several bars. It would be easy to slip through, for anyone depraved enough to try.

The grate will hold if a PC ties rope to it, until a PC is halfway down, still letting them fall 10'. Otherwise there is a 20' drop straight down before turning into a slide painfully quickly.



SKWIKSQUERCH, GRUBMAGGOT QUEEN

Small animal, neutral evil

Armor Class 8
Hit Points 14
Speed 10ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	14 (+2)	3 (-4)	6 (+2)	3 (-4)

Immunities Poison
Senses Blindsight 60 ft., Passive Perception 13
Challenge 1/4 (50 XP)

ACTIONS

The disturbing speed of the Maggot Queen allows it two attacks, only one of which may be the Putrid Spray

Gnawing Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 piercing damage

Putrid Spray. *Breath Weapon Attack:* +3 to hit, reach 20 ft., all targets in a straight line. Hit: 1d4 Acid Damage + 1d4 Poison Damage. If hit, target must make a DC10 CON save vs poison or be sickened until the end of their next turn.

GRUBMAGGOT SWARM

Medium swarm of tiny beasts, unaligned

Armor Class 12
Hit Points 22
Speed 20ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-3)	1 (-5)

Damage Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 15 Ft., passive Perception 8

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain Temporary Hit Points.

ACTIONS

Bites: *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

LEVEL THREE

3A - WATER CONTROL

“Emerging from the sewer pipe, gagging, you fall/descend out of the ceiling of a massive natural cavern. Taking it in quickly by the meager light you carry, more than half the cavern is a natural ledge sitting with its lip several inches higher than the level of water dotted with stalagmites that takes up the rest of the cavern's area. A crazy assortment of huge gears take up residence on the ledge and stretch out over the water.

A steady drizzle of sewage rains down past to you into the otherwise clear-looking water.

If the players are falling into the water, they must make a DC 15 DEX save or take 2d8 piercing damage from stalagmites sticking up from the water.

This gear system controls the water flow in the chamber, “flushing” sewage into the cliffside.

Any perception check of the gears reveals this:

“A huge metal arm daubed with thick grease has avoided corrosion. It extends 30' over the water to a huge stone wheel (B) partially covering a smooth opening out of which water pours into the pool. The other end of the arm is toothed to an array of massive stone gears affixed to metal pillars. There are also empty metal pillars, and long somewhat elastic cloth bands.

You notice the sheen of mongrel-waste slowly flowing down underneath the ledge nearby, flushing to some unseen destination.

If they pass an Investigation check at DC10, add:

“All of the toothed-wheels appear to be coated in this same grease that keeps them from corroding but also makes them hard to grip. You don't think you could move these gears by hand, even if you COULD get a grip on them. They are massive.

The gear assembly seems to be turned by using the leverage handles on a gear marked “ONLY turns clockwise” – which is accurate.

The gear assembly was built by the Belviews as they were going insane from the Druid Curse (see the Druid Graveyard Level).

See the green entry-box for 3D (p12) for a description of OPERATING THE MACHINE.

Opening the Flow Gate without opening the Drain Gate further will begin to flood the room, filling it in 4d4 minutes. Shutting the Flow Gate without shutting the Drain Gate will empty the reservoir, but flood Krezk

If they empty the reservoir, they find 80GP and a topaz worth 25GP in the muck at the bottom, several skulls and other miscellaneous bones.

3B Sloth of the Seven Sins

“Approaching the stone shed, you see it seems to have stood up decently despite the accumulation of stagnant water around it. The water is covered in greenish scum and fuzzy mold and stands two feet deep by the time it splashes against the shed's door. The surface of the water is still; motionless.

THE SEVEN SINS

Mechanically, these creatures are based on Flesh Golems. In play, however, they are very unique. Most of them can talk. Some of them are intelligent. Pay careful attention to not only the stat blocks, but the text around suggesting play styles and personalities.

The Abbot sought for years to find a way to deal with Strahd, whether by violence or slaking his hunger in other ways. Not wanting to involve sentient beings in slavery or death, he labored to construct various flesh golems. Seven of these he created before the current pinnacle of his skills, Vasilka.

Too sentimental to destroy his experiments, he “disposed” of them by dumping them in the sewer. Cursed by the Abbot to never leave, most wandered down into Level Four or Level Five.

Poor Sloth was too lazy and stayed on Level Three.

If any of the Seven Sins are forcibly removed from the cave system, they take 2d12 damage every minute until dead.

On a DC20 perception or investigation check a player will notice a shadow of something under the water. It is moving so slowly that at first the PC thinks it a submerged log. But they discern a hand and arm of a very tall humanoid laying under the water, face up, staring at the PC. No bubbles escape its motionless mouth or nose. It begins to sit up. Read the following either way. No matter what they do, Sloth notices them first:

“Approaching as you do, it takes you a few seconds to notice something rousing itself so slowly that your eyes almost glide off of it. A figure, humanlike in concept but distorted and elongated in execution is pulling itself up, dripping and covered in watery scum, from the shallow water. Its flesh is pale and wrinkled, hanging loose on an impossible skeleton. The heavy-lidded eyes fix on you.

“Whaat. Arre. Youu...” it groans words like molasses.

Sloth is not inherently violent, but easily angers if bothered. He stands 8 feet tall yet is emaciated and thin. Sloth may be bribed to answer questions if the PCs provide him any of the following:

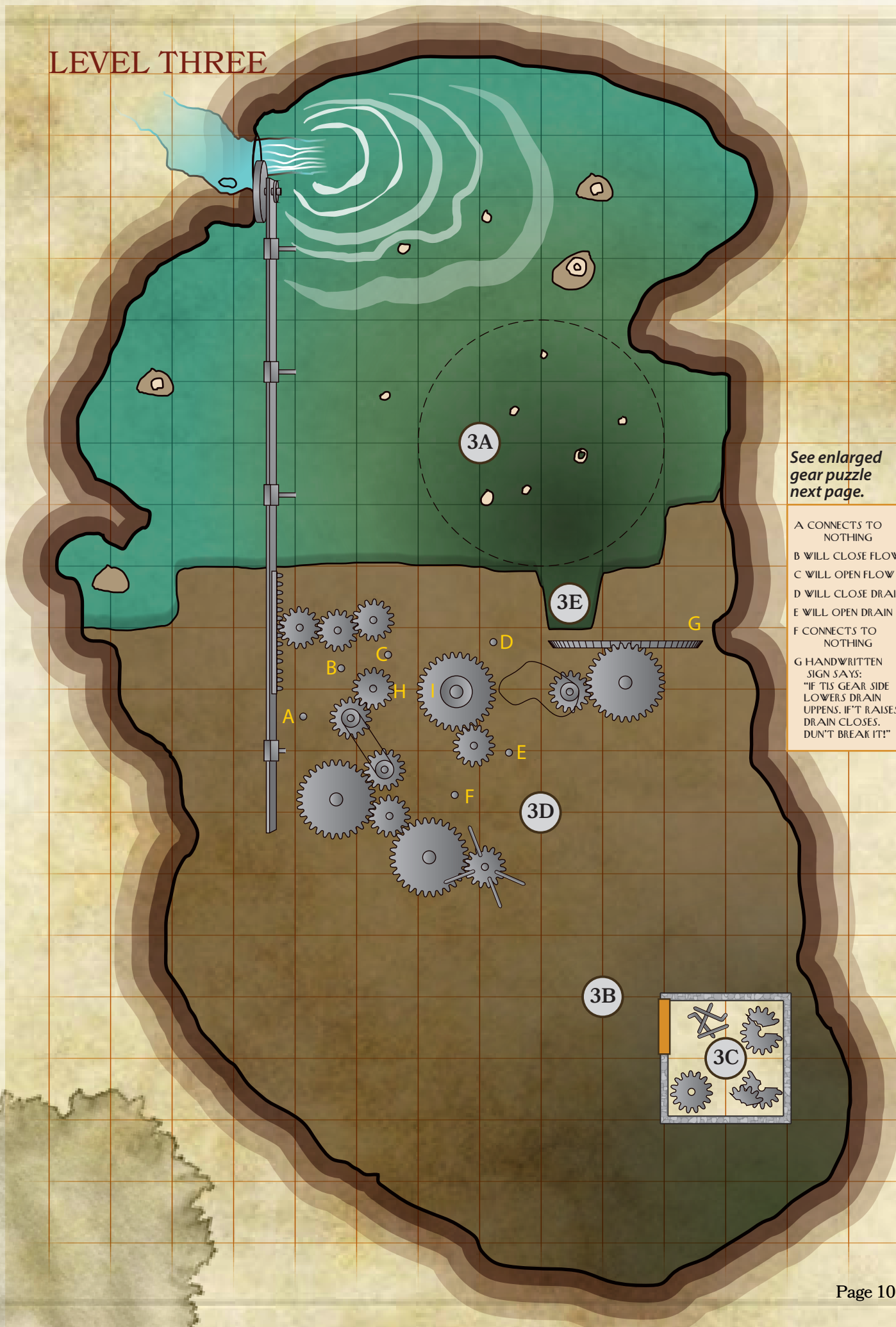
Sweet treats, meat, wine, magical items or weapons, silver, anything owned or written by Strahd, the bedrolls of the entire party, music or performances (DC15 Performance Check), or by having any *sleep* effect cast upon him, or *calm emotions* (the spells have no effect but he likes them).

Sloth is angered by being called lazy and will attack. He also *hates* being patronized, being forced to watch illusions meant to entertain him, and any live animals besides cats and, of course, sloths.

Sloth doesn't hate the Abbot, nor is he fond.

The Seven Sins are based on the Flesh Golem monster stats but have their own unique stats. See the page after the map for Sloth's block.

LEVEL THREE

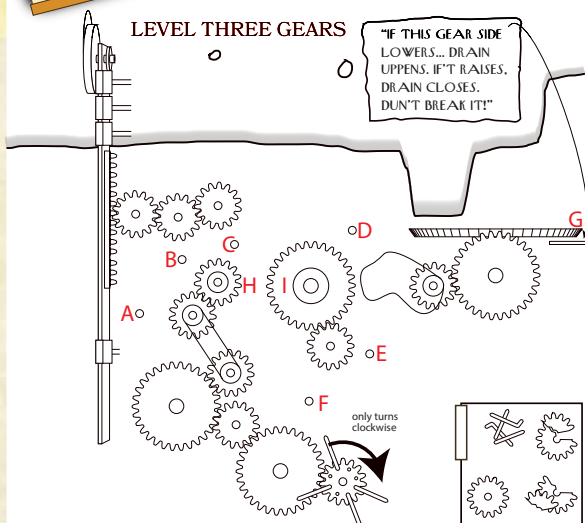


See enlarged
gear puzzle
next page.

- A CONNECTS TO NOTHING
- B WILL CLOSE FLOW
- C WILL OPEN FLOW
- D WILL CLOSE DRAIN
- E WILL OPEN DRAIN
- F CONNECTS TO NOTHING
- G HANDWRITTEN SIGN SAYS:
"IF TIS GEAR SIDE
LOWERS DRAIN
UPPENS, IF T RAISES,
DRAIN CLOSES,
DUN'T BREAK IT!"



SEE THE SEPARATE FILE
STAINED-ABBEY-GEAR-PUZZLE.PDF
FOR A CLEAN, PRINTABLE HANDOUT
OF THIS PUZZLE!



SLOTH OF THE SEVEN SINS

Large construct, neutral

Armor Class 9
Hit Points 120
Speed 10ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	19 (+4)	11 (+0)	10 (+0)	8 (-1)

Damage Immunities Lightning, Poison; Bludgeoning, Nonmagical

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Sleep

Senses Darkvision 100 Ft., passive Perception 10

Languages Understands Common, speaks slowly

Challenge 5 (1,800 XP)

Sluggish: Sloth automatically acts last in initiative order.

Aversion of Fire: Fire damage: it has disadvantage on Attack rolls and Ability Checks until the end of its next turn.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Absorption: When subjected to Sleep, Calm Emotion, or Paralyze, Sloth gains 3d6 HP.

Magic Resistance: Advantage saves against Spells & magical effects.

Magic Weapons: The golem's weapon attacks are magical.

ACTIONS

Sloth makes one attack. Because of his eight-foot height and elongated limbs, he has 10' reach.

Fist Slap. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 2d6+4 bludgeoning damage. Target must make a DC15 WIS save or fall into a logy catatonia (asleep). The creature affected falls unconscious for 5 hours unless the sleeper takes damage, or an action is used to shake or slap the sleeper awake.

3C Wheelhouse

If the PCs ignore Sloth and make for the wheelhouse, he cautions, "Be careful. Where you. Delve. My brothers. And sisters. Are not as. Patient. As I."

The wheelhouse is ramshackle but sturdy. There are no windows.

"The door to this 10-foot cube of a building opens easily, having been slicked with the same grease that coats the machinery. In fact, the door is flung open as soon as the latch clicks, by the pressure of the water against it. Inside is a storehouse of some sort, housing parts for the machinery outside. The once-stagnant water outside now swirls into the room.

Several of the smaller - yet still massive - toothed-wheels lay on sturdy stone tables. Unfortunately it appears most have cracked or split over time. One remains intact. Also several long metal handles lay under the now rising water. A large pulley band hangs from hooks on the wall.

The gear is massive and requires at least two PCs to pass a DC10 STR check to carry and set in place. It requires a further DC10 check to move it to the second gear-pole.

Sloth can help, giving automatic success, if he is asked by the PCs and bribed with something.

3D - OPERATING THE MACHINE

• If they add handles from the shed, the gears may be turned freely. If not, it's a DC15 STR check.

To move the metal bar & regulate FLOW

- Placing gear at A attaches to nothing.
- Putting a gear at B will close the inflow gate.
- Putting a gear at C will open the inflow gate.

To regulate the DRAIN

- A pulley band **MUST** be strung from H to I
- Putting a gear at D will close the drain gate, if the pictured band is connected to it.
- Putting a gear at E will open the drain gate, if the pictured band is connected to it.
- Putting a gear at F attaches to nothing.

- A sign near vertical gear G reads "If tHis gear SIDE LOWERS... drain UPpPENS. If't RAISES, drain closes. DUN't break it!"

A solution, deserving *inspiration*, is to convince Sloth to re-set the gates to their current position once the PCs have passed. He will if they promise to leave him alone and "once every decade or so" send someone to bring him wine or a cat with which to play. He is *not* lonely, and cannot leave.

3E - THE DRAIN GATE

The only way out (down) from this chamber is through the Drain Gate below the surface of the water. The Belviews were digging out the Drain Gate when they broke into Level Four - the Druid Graveyard, and were cursed, so they never got around to building a ladder or stairs.

Hint that the sewage-water is draining through this particular area if the players seem stuck. When they investigate from the surface:

“You can see that the mixed sewage-water flows under the ledge here and is carried away somewhere. The draining water looks to pick up dangerous speeds. Now that you’re paying attention to it you can hear a faint churning sound. It’s impossible to tell how the drain system is setup from up here.

Only a small creature can fit through the Drain Gate at its current, half-open, position. If a creature goes to investigate, there’s a chance they could drown fighting their way back against the current:

Swimming in water costs 1 extra foot per foot of movement. Difficult swimming takes 2 extra feet. Descending into the Drain to investigate is 15 feet, but it costs 75 feet of total movement (30’ in + 45’ out). Additionally on the way out they must pass a DC10 DEX OR STR check each turn to use handholds and withstand the flow of sewage, or be swept fully back to the gate, starting over with 45 feet of movement before breaking free.

If they are tied to a rope, the other PCs can pull them back with automatic success

There are 3 settings for each of the two gates. These are the results of a PC swimming down the drain for each of those positions:

		FRESHWATER FLOW GATE		
		Fully Open	Half Open	Closed
DRAINAGE GATE	Fully Open	PC is flushed with great fury, taking 1d12+10 damage for smashing against the far wall of the drain pipe.	PC is flushed through at a reasonable speed, suffering 1d6 damage for banging against rocks and walls.	Water drains quickly, allowing PCs to walk safely to the drain-hole edge past the Drain Gate.
	Half Open	If PC is Medium or larger, they are pinned against the drain gate & must swim with disadvantage to STR/DEX checks. PC may drown.	As described above, Medium creatures cannot fit. DC 10 STR or DEX check req’d to swim back.	Water drains slowly. PCs can swim to the gate and back with only 1 extra foot of movement and no checks. Still can’t fit, though!
	Closed	PC is smashed against the gate, takes 2d6+6 damage per turn. PC may drown.	PC is smashed against the gate, takes 1d8+3 damage per turn. PC may drown.	PC may freely walk, search, and investigate. It is impossible to proceed w/o destroying or opening the gate.

3E Continued

Past the Drain Gate, the drain tunnel is 10-foot diameter rough rock. It slopes downward. 30 feet past the Drain Gate it dumps into a huge steel-lined tube 20 feet in diameter. PCs are in freefall from here for a total of 60 feet, landing in a pool of half-sewage at the bottom, taking half damage from the 60 foot fall. Unless, of course, they use flying, *feather fall*, rope, or other means to descend safely.

Remember torches may be extinguished!

(See the illustration on Page 1)

LEVEL FOUR

4A - DRUID BURIAL GROUND

This is a real opportunity to tie some ancient Barovian history in with the current events, giving place to the otherwise random-feeling Druids at Yester Hill. Be liberal with arcana and history checks!

“Descending amongst the lingering flow of fetid water the world opens up to you and at least temporarily relieves a feeling of claustrophobia. You find yourselves inside a huge cave almost 200’ at its longest axis. At the ground, the sewage spills into a deep pool of viscous glop. This end of the cave appears to split off into several different tunnels, each winding its way into darkness.

Toward the wider far end of the cavern the floor takes on a bowl-shaped depression. Piled along the slopes of the bowl are dozens of tree trunks. Against that far wall another tunnel exits the cavern.

The stone of the walls and ceiling almost shimmer with a purplish iridescent fleck at the edge of your sight.

The hollowed out remains of an epoch-old giant squid, the cave system became a graveyard and entombment area for the Druids of ancient Barovia. Perhaps its descendants yet live in Lake Zarovich?

4A1- DRAIN POOL

The liquid in this pool swirls rapidly clockwise, a molasses-like whirlpool of mongrel-folk shit and piss mixing with clear mountain water

The reason for the movement of the water is that there is an easily-swimmable drain that drops down into the next and final level.

It is possible for the PCs to exit the cave system at 4G.

4B - 4I There’s a sucker born every minute.

ADD THIS DESCRIPTION to the beginning of the first “tentacle tunnel” which the PCs enter:

“The walls of this tunnel look smooth and rounded and have the same almost iridescent sheen to the rock that uniquely marked the main chamber. You progress along a sloping, curving path for a dozen feet before you begin to see regular, almost honeycombed, impressions in the left side of the wall. Each alcove is about a foot and a half in diameter. Nearly every single depression has a human skull staring out, or other bones, placed in it. There must be hundreds in these tunnels.”

4B WRATH of the SEVEN SINS

They hear stomping and rattling growing louder:

“Careening around the corner of the tunnel charges a six-legged monstrosity, spiderlike legs propelling atop which flail four human-like arms – each holding a weapon. An apelike face twists in the middle on a stalk-neck, its features screwed up in a rage – the gaping mouth gasping and grunting and chewing the air.

Wrath cannot talk. It cannot bargain, be charmed, or bribed. It attacks until all creatures are dead. Wrath exists as an attempt by the Abbot to create a monster to kill Strahd, but he realized that wrath without compassion, and rage without intelligence, is a worse abomination than a cold despot.

DC15 Perception checks will reveal that 2 of Wrath's weapons are bright and clean (magical), and 2 are corroded (mundane). DC20 perception will reveal coarse stitching.

When the Abbot created Wrath he envisioned it battling Strahd. He stuffed Wrath with additional weapons and supplies. When defeated, describe the monster as having bits of metal sticking out of it. If the characters “search” by cutting it open, they find the following amongst matted cloths, dry meat, hay:

- 1 each of the following: longsword, mace, dagger, five +1 arrows, scimitar, rapier
- 5 potions of *greater healing*
- 99 silver pieces

Note that if Wrath took bludgeoning damage and was healed (see Wrath's stat block) this is because the healing potions were smashed inside it. Deduct them from the treasure found on a search.

4C

If they investigate this tunnel before visiting 4B, have everyone roll a Stealth check. If they fail to pass DC15, Wrath of the Seven Sins (who waits in 4B), hears them and charges down the 4C tunnel towards them.

“This tunnel slopes and curves rather steeply down, curling. The alcoves in the tunnel wall curiously curve along with the descending slope, after 20 feet become holes on the ground. Most of the skulls or bones in these small pits are crushed. Perhaps the holes were used for footholds. Shortly you reach the end of the descent, at a pile of bones and old cloth, and several moldy sticks.

A search of this pile will reveal the bones of up to 20 different people, all mingled together, and the following:

- 50 GP in ancient, rough hammered nuggets
- A pair of silver arrowheads, coarsely sharpened (can be affixed to any normal arrows easily)
- A potion of *healing*
- A more recent body, only a decade old – a

Mongrelfolk. Its bull's legs are broken. Its lizard arms are crushed. The creature's crab face has been split in two. Its meager rags contain a Blinky toy: a carved wooden whale that rattles when shaken. (Investigate check solves a DC10 puzzle that opens the whale's belly to reveal a small brightly painted green stone. Blinky does not know the Abbot placed the Gemstone there; it came to him in a vision).

WRATH OF THE SEVEN SINS

Large construct, chaotic evil

Armor Class 15
Hit Points 180
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	9 (-1)	9 (-1)	5 (-3)

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 100 Ft., passive Perception 10

Languages Understands Common, cannot speak

Challenge 5 (1,800 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Absorption: Whenever subjected to Necrotic damage, it instead gains these hitpoints back.

Magic Resistance: Immunity to Charm, advantage on saving throws against Spells and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

If Wrath takes 5 or more points of bludgeoning damage at once, have the source of damage roll a d20

- 1-8: nothing happens
- 9-17: Wrath regains 4d4+4 hit points
- 18-20: Wrath regains 4d4+4 hit points *twice*

This can happen a total of 5 times, see left column for details.

ACTIONS

Wrath makes 3 attacks, and alternates amongst its weapons and web at will, but will not do more than one of each per turn.

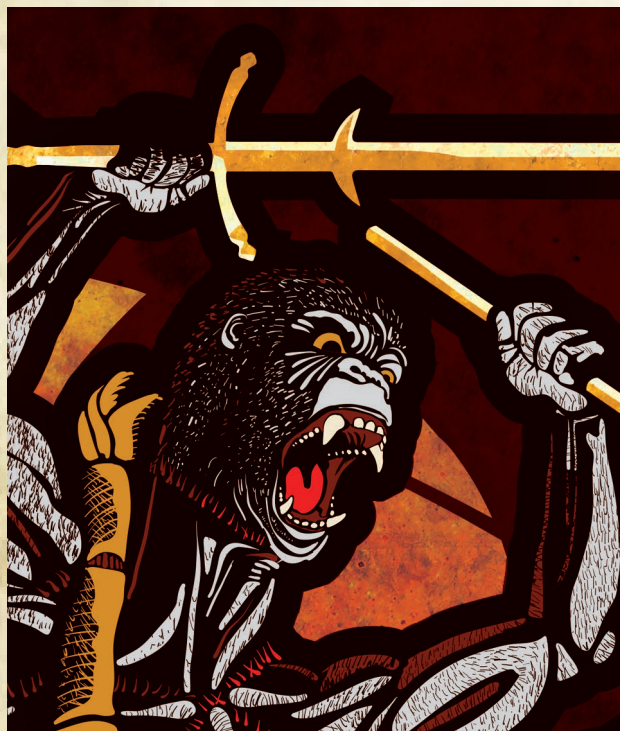
Web Wrath “casts” web as an action up to 2x/day.

Greatsword +1 Melee Weapon : +5 to hit. Hit: 2d6+5dmg

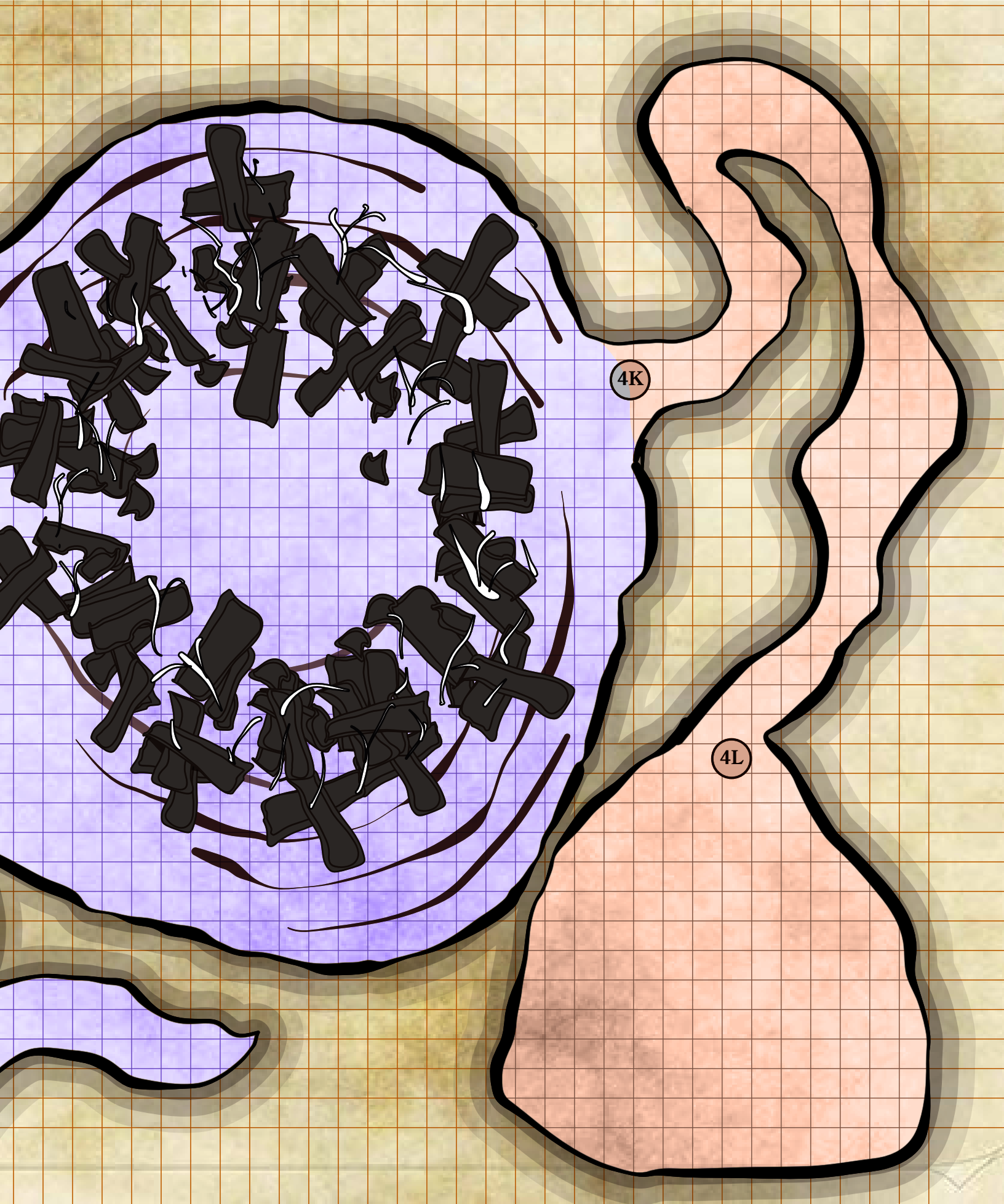
Morningstar Melee Weapon : +4 to hit. Hit: 1d8+4dmg

Handaxe +2 Melee Weapon : +6 to hit. Hit: 1d6+6dmg
Thrown: range 20/60

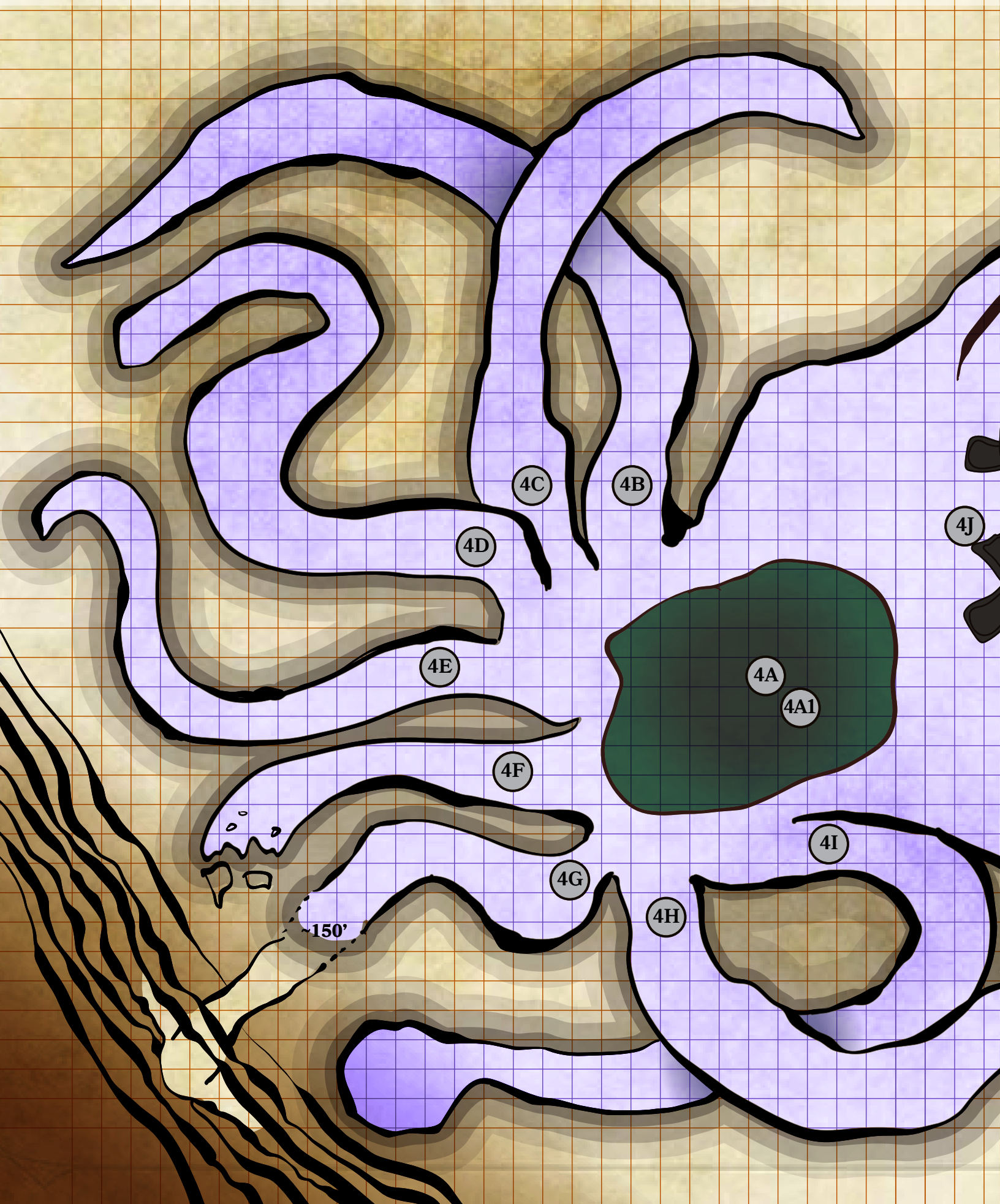
Spear Melee Weapon : +6 to hit. Hit: 2d6+6dmg
Thrown: range 20/60

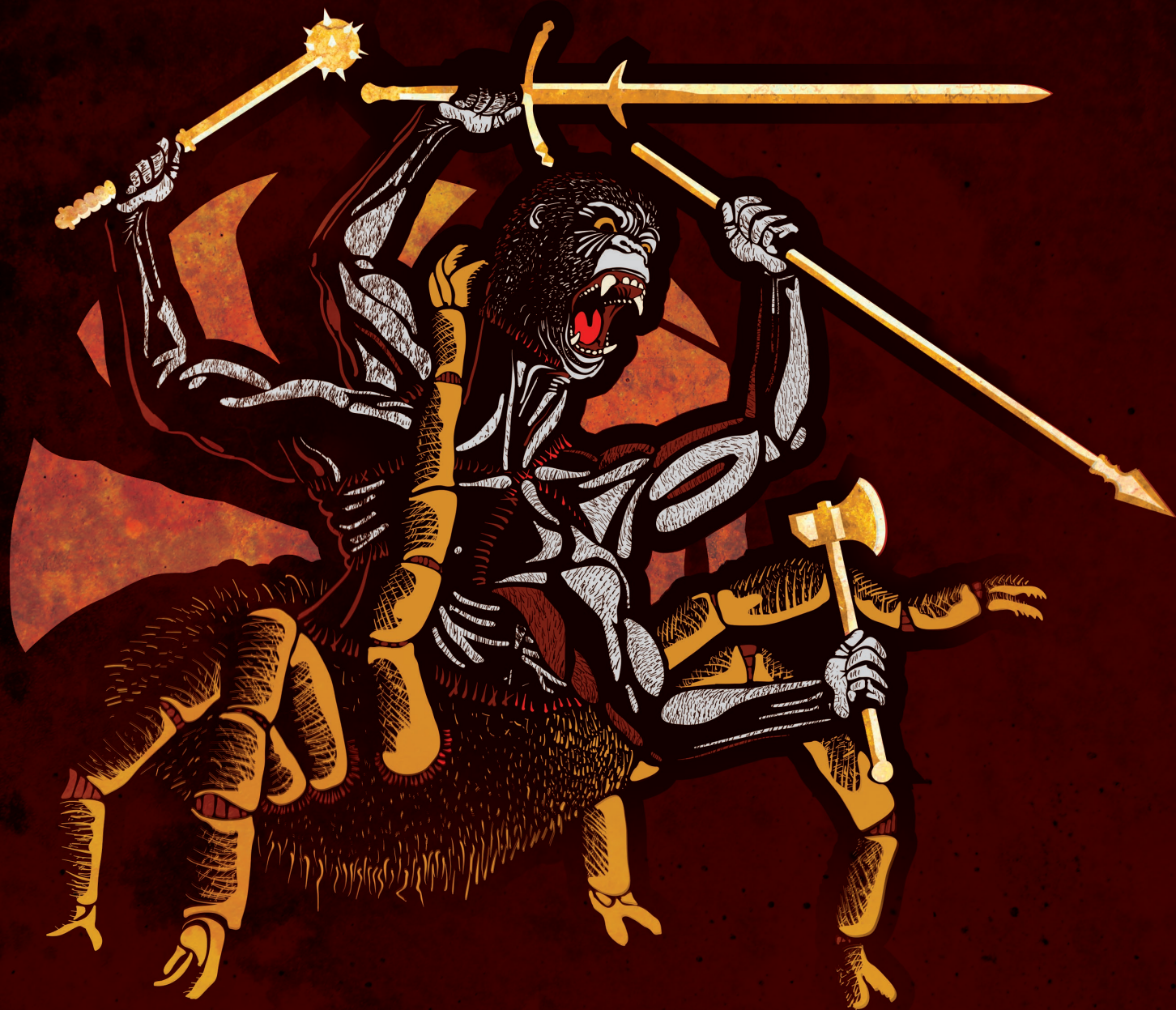


LEVEL FOUR



LEVEL FOUR





4D

This tunnel takes several sharp twists and turns, the skulls staring at the PCs as they explore, but it is ultimately empty.

4E

This tunnel is unstable. Unless the PCs pass a DC15 Perception check while exploring, the unstable ceiling collapses. The first 1d4 PCs are beneath the unstable section and must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. The area is filled with rubble and becomes difficult terrain, but there is nothing unusual or special here.

4F

This tentacle was attacked and severed by ancient humans millenia ago:

“ This tunnel ends shorter than the other tunnels, in a sudden flat wall that is indistinguishable from the rest of the stone. The other tunnels narrowed down before ending. Sticking into the end of this tunnel at odd angles are clearly-ancient corroded axe heads and pitted spears, something resembling a harpoon.

4G

The players could exit the entire sewer-cave system at this point, if they can find a safe way down (or back up) the cliff. If they do leave and the Abbot is still alive, he will learn of the PCs' activities and personally go down into the sewer-cave to retrieve the gemstone and actively try to stop them from returning to the system.



“Fairly straight compared to the other tunnels, this pathway also seems longer. After about 100 feet the purple sheen of the cave walls fades to a dull grey. After another hundred feet the tunnel begins to be covered by a thin film of moss and mold and you perceive a slight movement of the air. Moving further you see light - the pathetic, wan light of the Barovian sun. Around a sharp corner, brushing away hanging moss and roots, you emerge on a small shrub-hidden ledge two hundred feet in the air, overlooking Krezk.

4H - GREED of the SEVEN SINS

If the PCs take the time to scrape off the gold on the walls of this tunnel (which is laborious and would take an entire long rest), or melt it off with a fireball (etc), they can collect a sum of gold worth precisely, exactly, no more no less, 2,000 GP.

“About 20 feet into this tunnel you begin to see threads, strands, and stripes of a yellowish material pasted against the walls. Drawing closer, it appears to be actual gold - melted and flung against the walls like paint from a spun paint brush. Further into the tunnel the purple walls grow more occluded with this coating of splattered gold until it is nearly solid. There must be hundreds of coins worth of gold every few yards! Even the skulls in the alcoves are coated.

This is the tunnel of Greed, who loves coin, precious metal, magical items, gemstones, and anything that is precious to a player. Greed can be bribed for a sum of 1,500 GP worth of gems, coins, and other items - magical items are worth half their GP values in the DMG. Progressing, the PCs see:

GREED OF THE SEVEN SINS

Large construct, chaotic evil

Armor Class 19 (*due to metal embedded in its skin + dex*)
Hit Points 120
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	19 (+4)	9 (-1)	9 (-1)	10 (0)

Damage Immunities All Fire, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindvision 100 Ft., passive Perception 10

Languages Understands Common, cannot speak

Challenge 5 (1,800 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Absorption: Whenever subjected to Force or Radiant damage, it instead gains these hitpoints back.

Magic Resistance: The golem has advantage on saving throws against Spells and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

ACTIONS

Greed makes 2 attacks, one with either eye, and one bite or claw.

Bladed Bite *Melee Weapon* : +3 to hit. Hit: 3d4+3dmg
 DC15 STR/DEX check or knocked prone.

Knife Claws *Melee Weapon* : +3 to hit. Hit: 1d6+3dmg.

Ruby Eye *Area Spell Attack 3x/day* : 10' sphere of fire, range 90'
 Creatures in the area of effect make a DC15 DEX check or take 4d6 fire damage and 2d4+4 damage from molten gold, half damage on a save.

Diamond Eye *Spell Attack 2x/day* : cast Geas, DC 15 WIS.
 Greed, who can't speak, uses this to make the PC drop all its coins, gems, valuables (including magic items) and walk away.

“ Around a long slow curve, the sound of tapping echoes. You see a figure moving. It steps into view, strangely, on a pair of spindly legs. It's bent over almost double in the tunnel - surely it's over fifteen feet tall if it could stand! But the skinny frame of this pale yellow creature seems to be bulked out and weighed down with stones and metal plates embedded in its flesh; its pockmarked pudgy skin full of plates and forks, steel fireplace pokers, horseshoes, and all manner of mundane metals. You see smashed into where a human's eyes would be a pair of small bright gemstones – one clear, one red. Instead of a mouth a hole lined with small blades and coins gapes. Its long metal fingers - steak knives and sickle blades - trail ceaselessly up, down, and around the gold walls. Its thin monstrous head swivels to you, pinpointing you, and the wolf-trap mouth clicks and clacks wordlessly. Its body stiffens.

Greed's eyes are worth 350 GP each.

Despite being squeezed in the tunnel, Greed does not suffer disadvantage to its attacks.

Greed cannot speak - and so it cannot explain how much it wants the PCs' gold and treasures. If Greed knocks a player unconscious or kills them, it is so distracted by their possessions that it will spend its next turn trying to loot the body.

4I

This tunnel contains an ancient trap from the Druids. It has been set off several times before.

“ Many of the alcoves in this tunnel are empty of skulls. Of the few that are there, some are smashed on the floor or tipped over. Laying on the floor a few feet ahead is a body; it looks burnt.

Upon searching the body, they can detect that it was a short human (a pre-madness Belview) who has been burnt to char. As they investigate, it falls to dust. Nearby is the head of a pickaxe (the handle having burnt away centuries ago). The human has nothing of value; nothing that survived the fire, anyway. Of note is the fact that the head points towards the entrance of the tunnel, and not further in - indicating the Belview was fleeing something.

Continuing further, they find a pair of skeletons - more Belviews - burnt to ash and thin bones. The skeletons wear ancient metal “safety” helmets that are lightly misshapen - softened by the fire.

If the PCs search for traps or do a perception check, assign a DC20 difficulty. If they pass, they notice that three of the skulls in alcoves a little ways ahead appear to not be as dusty or ancient as the other skulls; they also have a fine tan moss in swirling patterns about them.

When the players advance, three **flameskulls** attack. If they did not pass the checks - or did not perform them - the skulls have *surprise* the first round. Note: these flameskulls do NOT have the spellcasting ability of standard flameskulls.

Beyond the trap skulls, read this:

Page 19

“ You come upon a small, hollowed out chamber at the end of the tunnel. It is roughly hewn by hand and fifteen feet round. In the center, a large rough-looking chair is built of long logs lashed together with ancient rope and vine. Sitting in repose, the dessicated skeleton of a humanoid rests with its hands on a lap-blanket of dried moss. Its face is trailing a massive white beard, and atop its tilting head sits a headpiece or crown of thin vines woven coarsely with small bones sticking out at odd angles, and a pair of tree branches set like antlers.

A player who searches – and thereby desecrates – the body of this ancient Druid King, becomes cursed. They also discover the following:

- the man wears no clothes; only the moss
- woven into the beard are threads of gold (totaling 3gp if removed) and feathers
- while attuned to and wearing the magical antler-crown, the wearer has +1 WIS
- underneath the throne are the bodies of four badgers; the king's familiars
- a parchment sitting on the king's lap reads the following in ancient Druidic script (knowledge of the Druidic language is required):

*Conduct safely the spirit to plains of grass,
and forests high as mountain tops of glass,
he grew we faithful Druids from seeds,
to a mighty multitude of thorny weeds,
fed by the mud,
watered by blood,
yet curse the lands and curse hands both,
who vex King Ultuthar of the Undergrowth's,
slumber beyond sleep,
may his spirit keep.*

The player who searched the body – not the one who read the scroll – is now cursed, the effects taking place immediately.





The curse may be avoided by returning everything to its original place and saying a Druidic prayer – or a non-Druidic prayer and passing a DC10 Religion check – to re-consecrate the area. *Remove Curse* may also be used.

As soon as the player reads this poem, or you read it to them, the corpse of King Ultathar *leaps* out of the throne and attacks with surprise. Its stats are that of a *ghast*. It has a limited ability to speak, at first in Druidic but also common. Use for exposition about the curse.

KING ULTATHAR'S CURSE

- Curse the Lands - the PC must pass a DC15 CON save to benefit from a Short Rest. They must pass a DC10 WIS save to benefit from a Long Rest.

- Curse the Hands - the PC cannot wield any item that requires two hands (they may wield versatile weapons with one hand). They also have a permanent -1 to hit and -1 to damage when using weapons. If a spellcaster's spell uses somatic components, they must pass a DC10 Save in their spellcasting ability or the spell cannot be cast that turn (they do not lose their spell slot)

A DC20 Religion check or 25 Nature check will reveal the exact nature of the curse. A remove curse will cure the PC.

4J - BURIAL BOWL

“The great bulk of this singular cavern is occupied by a natural bowl floor about 150 feet in diameter. The bowl of the ceiling arcs overhead, with long thin stalactites hanging down and matching short fat stalagmites on the floor of the cavern...which is littered with piles of what look like blackened tree trunks and white branches. There does not appear to be any clear path through, but on the opposite side of the bowl is a tapered tunnel entrance curling into darkness.

Horribly strewn amidst the black trunks and white branches are the twisted bodies, leathery with years past rot, of thirty figures or more. They all face you with hollow eyes, motionlessly gasping or howling, hands in death-grip around branches or trunk as if trying to crawl away.

The Belviews were cursed with death for those who immediately desecrated the Druid burial ground - the party who came to explore the area after having accidentally stumbled upon it while carving their drain tunnels for sewage. This desecration doomed them. But the curse of the Belview line would drive the survivors mad, as per the Mongrel-folk storyline in the Abbey.

The bodies may be searched - there is nothing of particular value, but many of them have pickaxes, shovels, helmets (hard hats), and peasant working clothes. The average Belview stands 5' tall and they are all human. A mix of male and female is present.

The tree trunks are hollowed out. Each one contains the ancient body of a high-ranking Druid. The ends are sealed with the rounds of wood from the trees themselves, requiring a DC5 perception check during a search to discover a loose one. The horror-face of a skull looking up to the PC should be quite a surprise.

If the PCs continue their desecration by searching several of the trunks, roll on the treasure table as follows below in Tree Trunk Trinkets.

Halfway through searching, crossing, or exploring, the PCs will awaken the second part of the curse. The PCs are about to awaken the Druids' spirits.

Have each PC roll 1d4+1. That many *wights* will awaken, groaning, and crawling their way out of the trunks. Those wights target that PC specifically.

Because they have to crawl out of the trunks, the PCs have one free turn for normal actions and movement. Distribute each players' wights near them, crawling from the trunks.

Because of the ancient dry wood, a magical fire-based attack on the wood where a wight is standing will do double damage. **Destroying the trunk of a tree will immediately kill the wight that came from it.**

Tree Trunk Trinkets (1d20, ignore repeats)
Have the PCs roll randomly on this table for each trunk they search. Or, if they take a long time to search, they find everything. It is assumed these treasures are in addition to a random 50/50 male/female skeleton in the trunk.

- 1 carved wooden antelope worth 2gp
- 2 ceremonial dagger, leather wrapped obsidian
- 3 a leather satchel full of dried cherries (good)
- 4 a quarterstaff with a carving of an owl
- 5 15 well preserved ferrets
- 6 a necklace of mouse skulls
- 7 a +1 scimitar with a handle of bone, when a 1 is rolled, it drains 1d8 HP from the user. Its name is *Bone Thorn* (written in Druidic on the rough-hammered blade)
- 8 hammered copper plates worth 4 GP
- 9 a gold ring with an opal stone (50GP)
- 10 body has a snake skeleton threaded through it
- 11 the skull is placed at the feet
- 12 the skull has several holes drilled in it
- 13 the dried leather skin is covered in tattoos
- 14 every single bone has been carefully broken
- 15 Druid symbol for Leaf carved on skull, trunk stuffed with leaves
- 16 scroll of *protection from energy*
- 17 no human skeleton but three dogs' bones
- 18 a woman with the skeletons of five children
- 19 a bronze tiara with aquamarine stone (50GP)
- 20 a quiver with ten masterful hunters' arrows (+1 to damage and to hit, nonmagical)

4K

A long tunnel arcs out of view at the far side of the Burial Bowl.

“ Shortly after entering this tunnel you see the purplish stone gives way to rougher-hewn rock. Occasional pieces of bone fragment or tooth are strewn about the floor. The tunnel takes a long curve and slants downward into darkness. Eventually, you see no more bone pieces and start to hear a soft sound like the clacking of stones together.

The tunnel was expanded by the Druids as a place to dump the least revered of their order. This may be surmised on a DC15 Insight or History check. Gluttony of the Seven Sins followed this path down, gobbling up bones. Now it is too large to fit back out, yet it forever hungers.

It can bark out one-word phrases, but has little intelligence. When it “speaks” a half dozen mouths say the word. It is pathetically stuck. It can cause quite a bit of damage to the PCs if they get close. But it’s entirely possible for them to just walk away or “mercy-kill” it from a distance.

4L GLUTTONY of the SEVEN SINS

“ After diving in a slant, the tunnel levels and then takes a climb. The clacking rocks sound louder now, yet perhaps more leathery. There are no more bones laying about. In fact, there is nothing but the echoes of the clacking and a clammy cold humidity. Whatever is causing the sound must be just beyond this rise.

If and when they proceed:

“ The chamber ahead is occupied fully. Which is to say that although it is some 65 feet across, the vast majority of its area is taken up by the tremendous mass of what can only be described as a bag of mouths and arms. Easily 30 feet across and 15 feet tall, this blubberous monstrosity is a patchwork of multicolored leather, some covered in hair, some textured like alligator skin or that of a horse, or wolf. Every few feet is the maw of a different animal, slowly clattering at the air. All the teeth are ground to stubs but chew ceaselessly; the source of the clacking sound. Arms and legs of a dozen different creatures stick out at sinew-stretching angles, grasping the air.

If and when it perceives the PCs (it has no eyes but does possess formidable blindsight) it will unleash an unholy clacking, groaning sound from every mouth and once and attempt to roll/shuffle its way towards them, but is unable to move. The arms gyrate rapidly in windmills.

Although it only has “normal” arms, it has 10’ reach as it thrusts its bulk across the cavern.

If a PC is grappled, Gluttony will use its arms to move it away from allies at a rate of 20’ per turn over or around itself as a free action, biting it each turn.

GLUTTONY OF THE SEVEN SINS

Huge construct, chaotic evil

Armor Class 8
Hit Points 220
Speed 0ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	4 (-4)	19 (+4)	6 (-3)	9 (-1)	4 (-4)

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 100 Ft., passive Perception 10
Languages Limited Common
Challenge 5 (1,800 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Absorption: Whenever subjected to Necrotic damage, it instead gains these hitpoints back.

Magic Resistance: The golem has advantage on saving throws against Spells and other magical effects.

Magic Weapons: The golem's attacks are magical.

ACTIONS

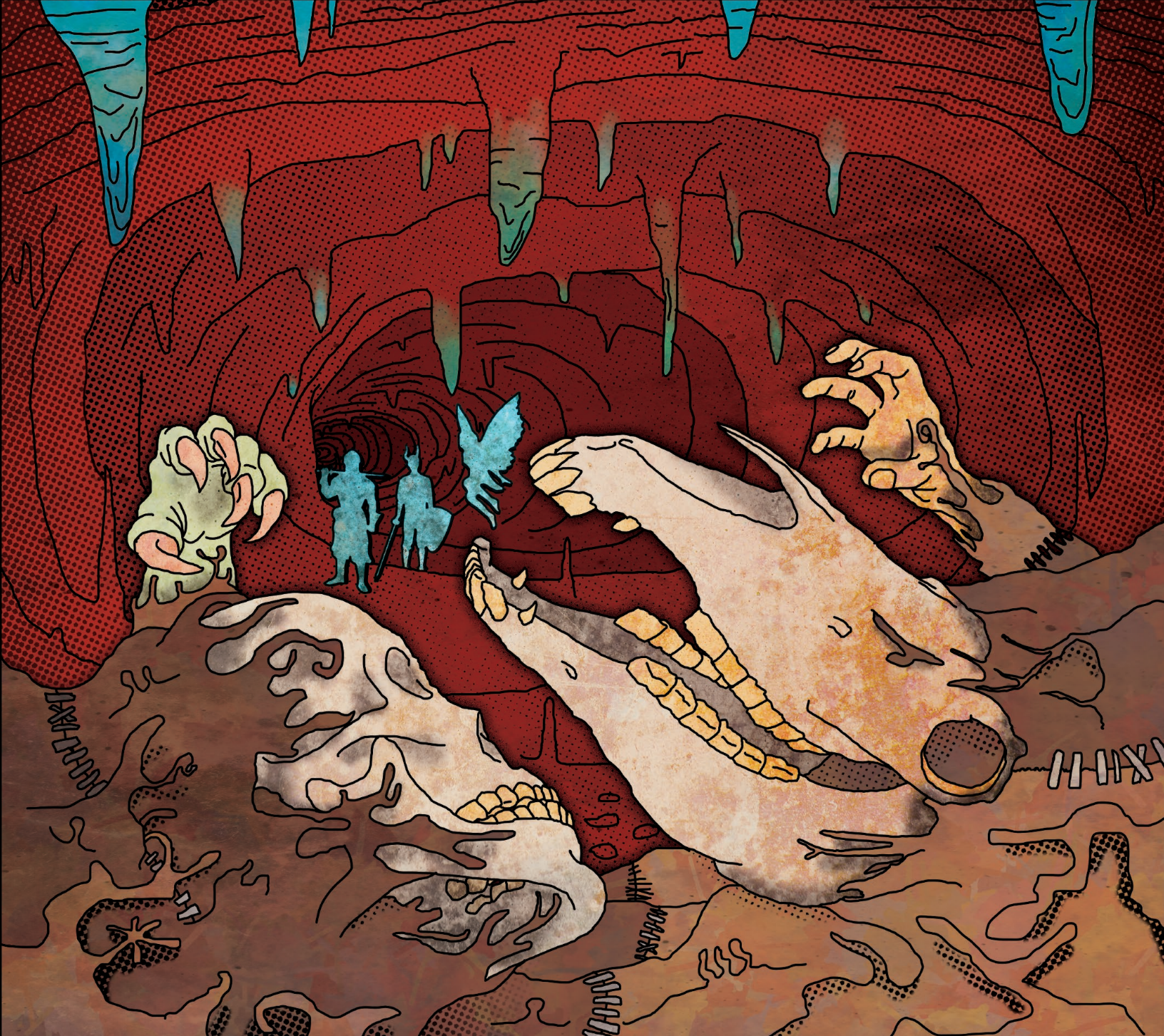
Gluttony makes 4 arm attacks until a target is grappled.

When a target is grappled, it makes 2 arm attacks against non-grappled opponents and 2 bite attacks against each grappled opponent.

Gluttony may grapple up to 4 targets at once.

Grab *Melee Weapon* : 10’ reach, +3 to hit.
Hit: 1d6+3 bludgeoning dmg and free attempt to grapple.

Bite *Melee Weapon* : Grappled target only, +6 to hit
Hit: Roll 1d4 for the number of mouths that bite it. Each bite causes 2d6+3 bludgeoning damage (teeth are dull).



Cutting open the corpse of Gluttony reveals the partially digested and yet totally dry pieces of what must be hundreds of skeletons, some crushed to dust and some nearly whole. It appears to have no organs other than mouths leading to muscular sacks that crush and roll. There doesn't even appear to be fecal facilities - the Abbot did not think that Gluttony would be "in service" long enough to need them!

So there are some truly ancient partially digested items within. Many weapons, plants, and animals join the druid skeletons and a couple dead, insane Belviews. Grass and dirt, moss, and bricks. Most everything is crushed beyond usefulness.

At the bottom of the mess – and make it clear that it will take hours to sort through – are:

- 150 GP
- 13 SP
- 1,130 CP
- Diamond worth 150 GP
- *Wand of Magic Missiles* with 6 charges left (this particular wand does not recharge)
- A regular *potion of healing*
- 3 of the Vistani's fake (poisonous) potions that "allow them to cross the mists"

LEVEL FIVE

5A SECRET GARDENS

Note information on the Skull Island can be found at area 5A1.

On this floating island tethered in place by vines, Lust of the Seven Sins waits for the PCs. Lust means many things other than simple sexual desire. The golem will easily lust after freedom, knowing it can't willingly leave the caves. The golem will lust for the release of death, attacking the PCs after a brief conversation. That sort of thing.

“Coming off the sewage drainspout, the drop is some 60 feet down, but the height isn't what catches your attention at first. The soft glow of lumiscent moss illuminating the massive cavern of lush, green foliage is impossible to ignore.

Bathed a gentle ubiquitous green glow, this cavern's air swirls with pollen motes almost like fireflies. Directly below you is a small island in a pond of what appears to be the most crystal blue water; certainly clearer than the drizzle raining directly down on it currently from the spout on which you stand.

Stretching away from you, the cavern rises at a steep but walkable angle. Something like ancient standing stones litter the area, oddly lit by a patchy spotting of glowing moss. Large strange shaped boulders are scattered in a rough path up the center of the cavern, while tall ancient tree trunks or curved stones arc up over twenty to thirty feet in a coarse pattern on either side of these boulders.

If the PCs look for signs of movement or life, a DC20 Perception check will reveal a slight rustling in the shrubbery and undergrowth on the skull island below them. This is Lust rolling around slowly on the carpet of moss beneath bushes.

If they pass a DC20 Nature Check they can discern from this distance a footpath leading up, winding inefficiently around the boulders, and disappearing from view as the rest of the cavern disappears from view.

A perception check freely notices the “exit” tunnel detailed in area 5H.

Note that through solid roleplaying and encouragement from the Dungeon Master, none of the golems in this cavern (Lust, Pride, Envy) will attack on sight. Combat may be completely avoided by careful PCs. If you are in a place to do so, reward this by granting extra XP or Inspiration.

The PCs, once down on the skull island, will notice a ruddy pink figure rolling slowly and crawling through the undergrowth which is about waist high across the entire island. This figure is tall, curvy, seems to generally be humanoid, save for the arms that end in long whiplike purple tentacles trailing to the ground from its elbows. It has long silver hair that almost appears blue. None of the golems under the Abbey wear clothes, but this figure seems to underscore the fact. Its beet-colored skin is finely woven together into seductive curves and muscle, creating a figure that appears at once androgynous and yet undeniably sensual. Something about it is inexpressably...interesting.

If allowed to stand and speak, Lust licks a spotted yellow slug-like tongue over wet thin purple lips, its huge black eyes rolling between the PCs excitedly. “I want you... to tell me who you are, my pretties!” is a fitting opening line. Lust will speak with the following kind of cadence and sauciness:

- Look at these big, tough adventurers - so brave to have survived so long!
- The horrors of Barovia are no comparison to the sadness of being lonely!
- I'd slaughter a thousand children for a look at that sword hilt!
- I hear the whisper of the... Sun Blade? ... it calls to me. I want it.
- You're a fine specimen, aren't you? Think you can wrestle me into submission?
- I want to devour you! I'll let you choose how.
- Sorry, what were you saying? I was just thinking about how delicious you all look.
- I bet you have all kinds of treasure, raiding Barovia. Any presents for me?

...and the like. Lust can hear the cravings of the Sun Blade for vengeance, but simply wants it as a companion. Unlikely to give it up freely, the PCs may have to fight to protect it.

Remember, Lust isn't necessarily sexual, but it craves and desires to consume the PCs. Not like Gluttony of the Seven Sins. Lust is constantly moving, sliding its tentacles through the air.

If Lust kisses & charms the entire party (see stat block as follows) the party isn't killed. Instead they regain self awareness and control 1d4 days later with a fully healed Lust saying “I'm done with you now, you may go” and dismissively wandering away from them. The PCs only remember vaguely what happened, and are reluctant to discuss it. Have most of their healing potions gone, holy water poured out, arrow quantities reduced by half, etc - as Lust had them consumed with various hedonistic entertainments. Perhaps they sport new scars or their hair is shorn, perhaps they each find a Lust's Tongue in their packs during their next rest period.

5A1 Skull Island & LUST of the SEVEN SINS

This island is a floating skull of an ancient whale-like creature. Do not describe it to the PCs as such; hopefully it will take them a minute to figure it out unless they immediately see it on a battle map.

The island bobs ever so gently when the PCs walk on it; not enough to make it difficult terrain.

The missing third gemstone is tucked in the center of the whale skull, held aloft on a plate and chain just above the water. The gem's magical properties have had years to work in this cave, purifying the sewage water that trickles down ceaselessly onto it, making the pool a beautiful cerulean blue. It is also incredibly healthful for plants, which have overgrown the entire cavern. You may feel free to add fruit trees or other unique plants to the area. This is the least Barovian the players have felt in a long time - save for the fact that they're literally inside the remnants of a dead whale.

It is easy to investigate, swim to, and take the gem. The Seven Sins don't like it, so they leave it.

LUST OF THE SEVEN SINS

Large construct, chaotic evil

Armor Class 15
Hit Points 120
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	19 (+4)	12 (+1)	10 (+0)	18 (+4)

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 100 Ft., passive Perception 10

Languages Common, Elvish, Orcish, Dwarven

Challenge 5 (1,800 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Absorption: Whenever subjected to Enchantment spells or effects, it is immune however it gains 4d6 hitpoints.

Magic Resistance: The golem has advantage on saving throws against Spells and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

ACTIONS

Wrath makes 2 tentacle attacks or 1 kiss on a grappled opponent. Once per day Lust may vomit up dozens of its own tongues as a Lust's Tongue Swarm (see below)

Tentacle Whip *Melee Weapon* : 10' reach, +4 to hit.
Hit: 1d8+4dmg and free grapple attempt

Lust's Kiss As an action, Lust kisses a grappled opponent upon winning a DEX contest against them. The kiss bestows an automatic failure to save against the Geas spell effects. Lust will order the PC to protect it during combat, but not necessarily to attack. This is a magical spell effect. The PC may roll against a DC16 WIS save on each of her turns to end the effect, which otherwise lasts for 24 hours or until Lust ends the effect or dies.

Summon Lust's Tongue Swarm Twice per day, using an action, Lust summons a swarm of tongues that appear in the space directly in front of it.

LUST'S TONGUE SWARM

Medium swarm of tiny beasts, unaligned

Armor Class 10
Hit Points 30
Speed 20ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-3)	1 (-5)

Damage Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 15 Ft., passive Perception 8

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain Temporary Hit Points.

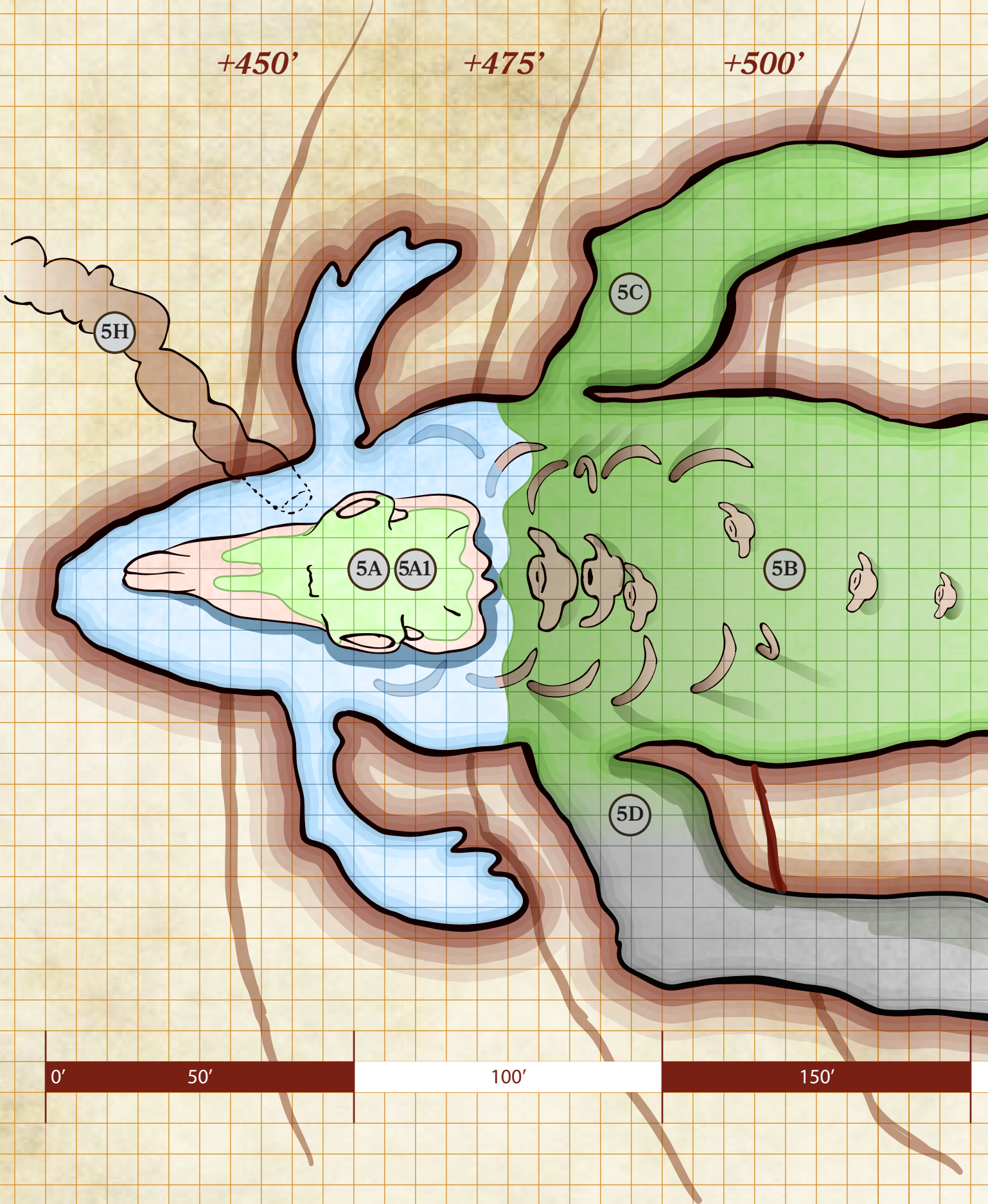
ACTIONS

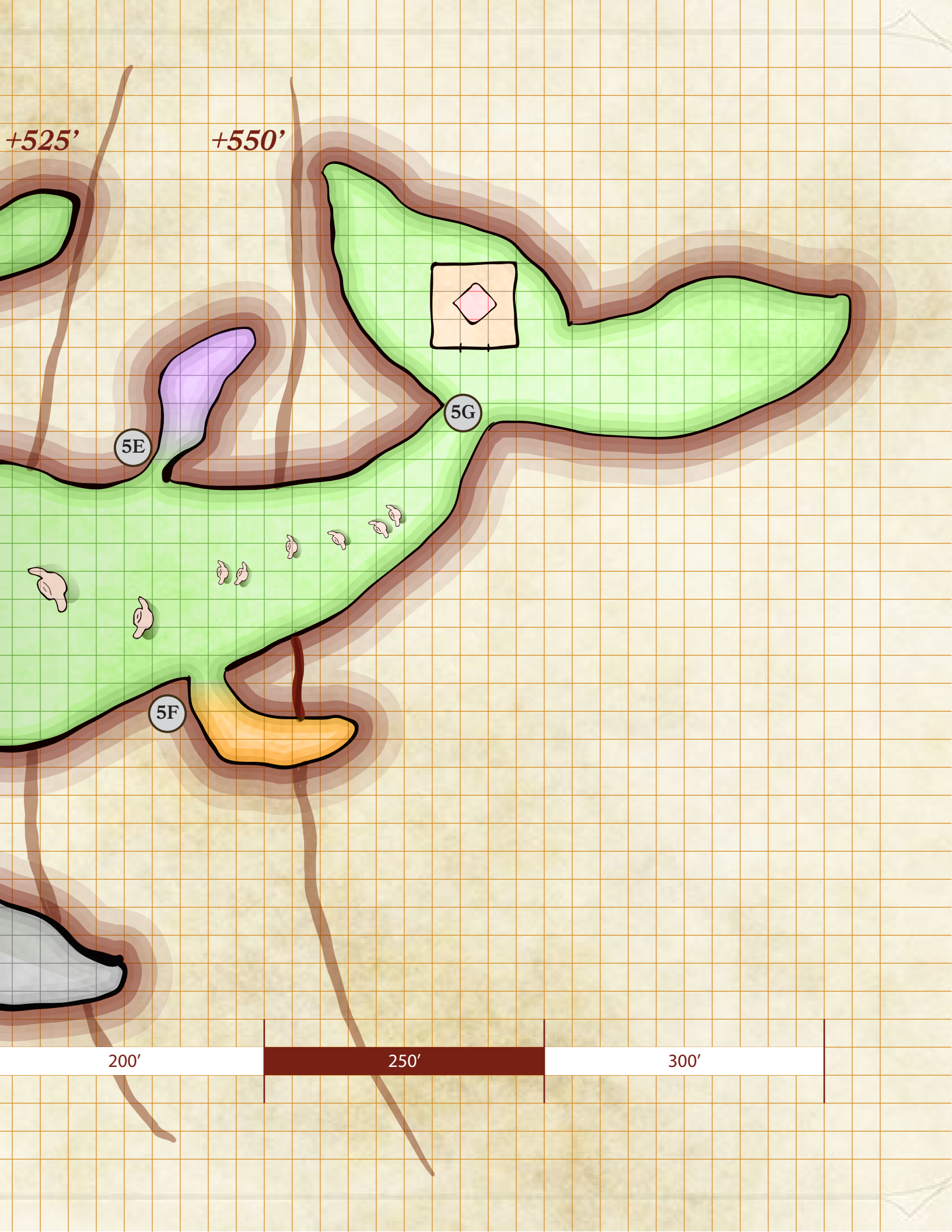
Acid Lick: Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 2d6 acid damage, or 1d6 acid damage if the swarm has half of its hit points or fewer. The target also has disadvantage on any next weapon attacks or must succeed on a DC10 check with its main spellcasting ability to be able to cast a spell. These effects last until the start of the Tongue Swarm's next round.





LEVEL FIVE





IF STRAHD POISONED THE WELL

If Ireena was brought to Sergei in the pool and Strahd destroyed the Gazebo, then the water immediately becomes tainted (see *"Enticing the Players"* in the introduction pages).

This means a magical feedback has either destroyed the gemstone or rendered it temporarily "shut down" or perhaps it has a crack on it that the PCs can mend. We present suggestions but it's up to you what to do with this "damaged" gemstone.

- the magic blast destroyed the stone
- the stone is "shut down" for a few days
- it has a crack the PCs can repair with a full rest's worth of casting the Mend spell over and over plus passing a DC20 check in the caster's ability. If they spend a full day doing it, give them advantage.
- the light from the SunSword can "recharge" it if a player forfeits a long rest attuning them to each other. Perhaps the SunSword has to stay with the stone?
- Sufficient prayers to the Morninglord and the Raven Queen may restore it to power, if a cleric or paladin pass a DC20 check of their spellcasting ability. If they spend a long rest doing it, give them advantage.
- If they carry the other winery gemstones, they could swap it out or perhaps the other stones "heal" their sister.

5B The Treasure Trail

Progressing up from the pond and island, the ground rises steeply. It's blanketed with softly glowing moss, thin vines with green flowers that dangle from where they crisscross the roof of the cavern, and floating glowing dust motes. It smells earthy and comforting.

White bone towers are surrounded haphazardly by clearly worked pieces of wood - dark timbers, long flat boards with rusted nails, an occasional piece of lattice.

The cavern narrows slowly as one hundred and fifty feet ahead it curves out of view. There are apparent offshot caves or perhaps tunnels to either side as you look around; two to your left and two to your right, fairly symmetrical in position and size.

When they stop to investigate, search, or even continue on, progress to this description:

You see, hanging on a stripped vine and danging from one of the overhanging stone rib-like structures, a small sculpture. It's made of twisted vines and sticks. It appears to be a sort of balanced mobile with a pair of Xs, one larger than the other, both with seed pods in the top crook where they join.

If they make a loud noise in this area, Pride and Envy will appear at 5G, watching.



If anyone does an investigation check of pretty much any sort, it is easy to surmise that this depicts two creatures, perhaps an adult and child, perhaps a leader and servant, perhaps a giant and a human, or a human and a dwarf.

Continuing up the slope they will see several other similar sculptures. It is also scratched into a boulder. This is artwork from both Pride and Envy of the Seven Sins. Pride is bragging about having a "follower" and Envy is showing infatuation and also jealousy of Pride.

5C Free Willy

The moss on the walls here is greyish green, and a soft bed of lavender coats this cave's floor. Here and there the moss has been pulled away from the walls and crude cave paintings have been scratched into the stone wall: pictures of a whale breaching the surface of water; a whale being hunted by a crude pirate or whaling ship; a whale underneath a mighty mountain, etc. There is nothing else of interest here.

5D Fruits of Labor

This flipper-cave contains a beautifully soft white moss and is a perfect place to take a short or long rest. No harm will come to them here - but Pride and Envy may sneak up and watch them. They take no action against the PCs, and are merely curious at the moment. You might mention to the PCs that they feel sleepy when they investigate this large offshot cave. If they have a high Passive Perception or pass an active DC15 Perception Check while resting, they spot Pride and Envy.

There is a fruit tree in this cave. Perhaps plums. Its fruit is lightly magical and eating one piece will heal/restore one hitpoint. Have each player roll a d12. The total is how many fruits are on the tree. If removed they quickly become nonmagical - not healing. They must be consumed on the spot. Any that are removed or "saved for later" are useless, but still delicious.

5E One Eyed Willy's Treasure

The magical Cistern of Jeweled Water here can solve Krezk's water issues - it can also cure disease!

It is a tight squeeze to gain access to this chamber. This floor of this cave is a relatively smooth surface, much like the other caves, with a pink-purple fog of ferns growing across it. In the center is the detritus and treasure that Pride and Envy salvaged from the wreck of an ancient pirate ship.

The treasure pile is lumped in the center of the cave and overgrown with a cyan-colored moss. Digging through it reveals the following, amongst pillars and pylons of rotted wood and molded rope:

4200 cp, 200 sp, 1000 gp
Bolt of Silver Cloth (50 gp)
Small Ebony Ship inlaid w/ bronze (50 gp)
A Toy Boat of black wood (10gp)
Carpet roll, elegantly woven (200 gp)
Ornate Mirror set with Malachite (100 gp)
Fine Leather Scabbard (10 gp)
Bronze Shortsword (20 gp)
Sable Pouch (20 gp)
+1 Wand of the War Mage (rare, attunement)

While you are holding this wand, you gain a +1 bonus to spell Attack rolls. In addition, you ignore half cover when making a spell Attack.

Leather Ribbon (1 gp)
Iron Hairpin (3 gp)
Fine Sash trimmed with Leopard (20 gp)
Leather Belt set with Turquoise (20 gp)
Carved Wooden Orb (10 gp)
Iron Tiara (8 gp)
Rabbit Fur Choker (3 gp)

Larger-than-lifesized rough carving of a mermaid from the bow of a ship, with black hair and pointing finger. It was painted once but now has mostly flaked off. It faintly emanates magic that wards off fog (watch out Barovia!) but is far too large for a single person to carry.

The Cistern of Jeweled Water - a large, ordinary barrel with a highly magical pearl secured to the bottom. The pearl magically cleans and purifies water the flows over it, removing disease and impurities.

5F Whale There Goes the Neighborhood

The colossal octopus and whale fought aeons ago. Somehow the octopus' beak ended up inside the whale's cave. Here is where it lies.

“ This chamber is striped with competing bands of yellow and brown mosses, the air heavy with the smell of honey. Up against the wall of this chamber and peeking out beneath a tarp of the mosses is a large and shiny chitinous-looking structure. It is smooth except at the edge, where you discern a scalloped ridge ending in a point.

If they investigate and pass a DC10 Nature check they can determine it is the beak of a colossal octopus. The beak can be fashioned into two great-shields that, in addition to their normal armor bonus, grant an additional 1d4 damage reduction against fire-based attacks (non-magical) .

5G Pride and Envy of the Seven Sins

The current homes of Pride and Envy:

“ After having narrowed, the cavern flares out wide again to both sides. The low ceiling tapers down toward the back wall. Nestled incongruously off to the left of where you stand is a cabin, but no ordinary one. Yes, oddly, a ship captain's cabin has been carefully set here, the rest of the ship missing... *(it is the detritus throughout the whale-cave)*

The whole area is lightly obscured by a continuous curtain of vines hanging snake-like from the ceiling. They are far apart, but twitch disconcertingly.

Touching one of the vines deals 1d3 points of acid damage. It is a DC10 DEX check to move a full move action through the vines, as they twitch and curve themselves towards animals - even cold-blooded ones - as they move past. Pride and Envy have lived here so long they can anticipate the movements and do not have to roll this check.

Investigating the cabin, they see it is made from ancient, black, shipwood, lacquered, and sports a name painted on the back - “The Blood-God's Orchid” (the ship's name)

The latticework portholes are covered by curtains.

Pride is meditating, sitting cross-legged on the desk in this otherwise empty cabin. Envy is watching from the right hand “wing” of the tail cave. A DC20 perception check will spot Envy.

If the PCs knock on the door, Pride will beg them enter. If they barge in, it will respond with incredulity. If they call from outside, Pride will greet them at the door.

“ The inside of the cabin is almost what you expect; a nautical vessel's captain's cabin! Though the walls are more moss-covered than the exterior. A large desk is at the back of the area. The room is stuffy and dark, but enough light filters through the ship's latticework windows in soft pencilshafts to be able to see. There is a figure sitting on the desk.

A description of Pride and Envy are on the next page, to be appended where and when they are encountered.

Pride moved down to the bottom level because the beautiful gardens pleased it. Envy followed. When they found a demolished pirate ship, Pride promoted himself to Captain, and Envy to First Mate. Leaders of their own cadre of undead pirates, which are hidden beneath the moss unless beckoned by Pride.

Pride tolerates Lust because Lust always makes over-the-top compliments towards Pride, which suits it just fine.

Pride is also quite fond of Envy, because Envy wants what Pride has, which reinforces Pride's ego.



PRIDE OF THE SEVEN SINS

Large construct, chaotic evil

Armor Class 11
Hit Points 150
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindvision 50 Ft., passive Perception 10

Languages Understands Common, cannot speak

Challenge 5 (1,800 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Absorption: Whenever subjected to Lightning damage, it instead gains these hitpoints back.

Magic Resistance: The golem has advantage on saving throws against Spells and other magical effects.

Magic Weapons: The golem's attacks are magical.

ACTIONS

Pride casts one spell and often reserves its Prideful bonus action to use as a reaction to buff saves against PC attacks

- Prideful** *Bonus Action:* Once per turn as a bonus action or reaction, Pride can make one ability score 19 (+4) until the end of its next turn. All Pride's other ability scores become 9 (-1) for the same duration.
- Summon** *3x per day* - Pride calls "Arise, scallywags!" and 2d4+4 **zombies** (MM p.316) rise from the mossbed, acting at the end of initiative in the turn they are summoned.
- Spells** Pride is a talented 18th Level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks)

Pride has the following spells available when encountered:

- Cantrips (at will): Fire Bolt, light, Mage Hand, Prestidigitation, Shocking Grasp
- 1st level (4 slots): Detect Magic, Identify, Mage Armor, Magic Missile
- 2nd level (3 slots): Detect Thoughts, Mirror Image, Misty Step
- 3rd level (3 slots): Counterspell, fly, Lightning Bolt
- 4th level (3 slots): Banishment, Fire Shield, Stoneskin
- 5th level (3 slots): Cone of Cold, Scrying, Wall of Force
- 6th level (1 slot): Globe of Invulnerability
- 7th level (1 slot): Teleport
- 8th level (1 slot): Mind Blank
- 9th level (1 slot): Time Stop



ENVY OF THE SEVEN SINS

Small construct, chaotic evil

Armor Class 18 (13 natural armor plus dexterity)
Hit Points 75
Speed 35ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	19 (+4)	8 (-1)	6 (-2)	8 (-1)

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindvision 50 Ft., passive Perception 10

Languages Understands Common, cannot speak

Challenge 5 (1,800 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Absorption: Whenever subjected to Lightning damage, it instead gains these hitpoints back.

Magic Resistance: The golem has advantage on saving throws against Spells and other magical effects.

Magic Weapons: The golem's attacks are magical.

ACTIONS

Envy makes 2 grapple attempts, OR 1 disarm OR steal attempt, OR if it gets reduced below 20HP: 4 claw attacks

Claw *Melee Attack:* +5 to hit, 1d4 slashing damage

Grapple *Melee Attack:* Envy moves onto an occupied square and uses its Dexterity to assist in grappling its way onto an opponent; their movement is not restricted but Envy is climbing all over them, searching.

Disarm Grappled target only. Envy rolls a Sleight of Hand check (+5) contested by the opponent's STR or DEX. If Envy wins, it throws whatever they were holding 4d10 feet in a random direction.

Steal Grappled target only. Envy rolls a Sleight of Hand check (+5) contested by the opponent's Sleight of Hand. If Envy wins, it takes a semi-random item from the character that they are not wearing or holding (see Disarm). Envy has a penchant for magic items and potions and **CAN** use them.

Pride's Description

“The figure before you is 8' and lanky. Its skin is a light tan or gold color, but puckered and black-brown at the edges of its obvious seams. A cape made of flesh is part of its bizarre body. It wears a tattered, ancient pirate captain's hat. At the center of its enlarged head sits a tiny slit mouth below a single huge cerulean-blue eyeball. The eye makes a wet sound in the socket as it swivels toward you. The creature's open mouth creaks into a grimace.

Envy's Description

“A short monster twitches rapidly, suddenly, making its appearance known. It is perhaps three feet tall, but hunched over. Its grey skin is a miserable patchwork of mismatched tones. Donkey skin? Dog? It has a second set of arms sprouting from its back, and all four hands fiddle ceaselessly with six fingers on each. Its huge wet eye swivels around, a bright blue taking in the whole scene.

This encounter is the climax of *Beneath the Stained Abbey*. Pride and Envy's interactions should be dramatic. The waves of zombies should be a real threat, with epic combat actions encouraged. The catharsis of this battle is ideal.

Pride will be seen first, typically. Envy is skulking around near Pride but hides. If combat starts, Envy will show up within a round or two.

Pride immediately wants to “collect” the PCs as part of his pirate army's retinue, like he collected Envy, the zombies, and the shipwreck treasure.

Envy will defend Pride until Pride is below 30 HP, at which time Envy will turn and attack Pride with a vengeance, trying to steal its glory. It is suggested that the Dungeon Master have Envy steal a weapon from a PC and deal the killing blow to Pride itself.

Pride may disclose much about the sewer system above. It is aware of the “third gemstone” in the skull and doesn't want the PCs to take it, for it likes the mosses and plants that the gem enables to grow.

Avoiding Combat

Pride has no direct *need* to attack the PCs but it is easily prone to attack. Things that would set it off:

- A show of disrespect
- The act of trying to leave its lair/service
- That the PCs have more power than it
- Mocking Pride or its position as Captain

Pride can show the PCs how to exit but demands a grand tribute. Tributes may include:

- Praise (DC20 Performance or Persuasion)
- All of the PCs' coins and gems
- Any 3 magical items, including potions
- For the PCs to incapacitate it and bring it

out of the caves with them. This will kill Pride. Pride knows this. It will die saying the weak sun of Barovia is “so bright, so glorious, just like me...”

5H The Way Out is Through

The way out of this chamber is through the fossilized tunnel leading from what was the whale's blowhole; the air of its dying breath creating an escape point in the muddy magma that subsumed it aeons ago.

The opening is noticeable peeking above the edge of the water at the far side of the pool. If PCs do a perception check on area A, it is freely noticeable.

It is a tight swim of a dozen feet underwater, but then becomes a smooth, sharp edged tunnel leading to the half-light of Barovia. Compared to the Druids' ingress point, this is significantly closer to the ground level of Krezk. Towering a mere 100 feet higher than the buildings of the sequestered town, the opening to the cave is similarly hidden by scrub brush and obscuring boulders. The pitch of the cliff is less steep at the bottom as well, allowing PCs to descend with an acrobatics check. It is still difficult, so follow this chart:

- Fail a DC10 - take 4d10 tumbling damage
- Pass DC10 - take 2d12 tumbling damage
- Pass DC15 - take 2d6 tumbling damage
- Pass DC20 - take no damage

Use of rope or climbing tools automatically succeeds.

RESOLVING THE ADVENTURE

Take careful note of the stages in which the players have left the chambers, the Abbey, and the Seven Sins. The entire next page has suggestions as to the ramifications.

It is very easy for the players to unknowingly make the situation in Krezk worse. Most crucial will be the state of the machine on Level 3, and the state of the Winery Gemstone when they leave.

It is possible for Krezk to have too much fresh water, too little poisoned water, and every iteration in between. It is up to you to determine how the mechanics affect the town. It is suggested to make things a little worse, but not so bad that it necessitates the PCs going back - unless they want to!

The Abbot will almost certainly be frustrated and annoyed by the PCs' actions. And if they leave the situation particularly bad for the citizens of Krezk the Abbot will consider them a sworn enemy. He will descend himself into the sewers to “set right what the players left awry” and the next time they appear he will attack them on sight. He may even send mongrelfolk to track them down and harass them, or go himself to demand an apology (and the penance of death).

As always, much is left to the Dungeon Master's discretion. This adventure booklet details suggestions and recommendations, but it's your world!

RESOLUTION FACTORS

Mongrelfolk

Killed or released

The flow of shit down into the chamber has ceased. No matter what, this means crops will get less fertilizer. The people of Krezk will face many hardships if they even still have water flow at all. The Cistern of Jeweled Water will help.

Unmolested

The flow of shit continues. Does the winery gemstone still clean it? Does the Cistern of Jeweled Water? If not, Krezk has lost its only source of clean water. The crops will grow just as well, but potable water is gone. The wasting disease that killed the Burgomaster's son will infect the entire population of Krezk if they don't abandon the town first.

Gemstone

Taken

If taken, the town is begun to be poisoned by the well. If the mongrelfolk are still shitting in it, the citizens all suffer from a deadly disease. If the mongrelfolk are gone, the town water will run "clean" in a few days. However Krezk is now hostile to the PCs.

Left in Place

The Keepers of the Feather will find out, one way or another, that the PCs knew the gemstone was there and failed to retrieve it. Perhaps Rahadin or the Abbot tells them. The Winery is actively hostile toward them, and the Keepers refuse to help unless the PCs make reparations.

Replaced

The PCs can replace the Gemstone with the Pearl from the Cistern of Jeweled Water.

Other Solution?

Perhaps the PCs can find another way. Without the gemstone, but with the mongrelfolk shit, there must be some way to purify the water present.

RESOLUTION FACTORS

Waterflow Machine

Closed

No water means no Krezk. Forget the crops; they have no source of water – clean or otherwise. Krezk is doomed unless the water flow is restored. They send parties into the sewers themselves, but all meet gruesome ends - they're not adventurers!

Normal

Everything's the same; ideal situation. Appropriate water flow. Compare against other issues such as the Mongrelfolk and the Gemstone for effects.

Fully Open

Krezk floods for a period of a few days. Residents are overwhelmed, chickens and pigs drown, crops are washed away. However after the reservoirs are drained the flow slows to merely "above normal" – creating a stream that runs through Krezk. Part of the protective wall collapses, allowing a werewolf raiding party to enter. The residents of Krezk are now immediately actively hostile towards the PCs, regardless of any other outcome.

Thank You!

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For additional adventures to the *Curse of Strahd* campaign setting, seek additional materials at www.dmsguild.com (search: Carl Huber)

- *The Curse of Strahd NPC Relations Map*
An absolutely necessary (we think) visual map of the NPCs of the campaign.
- *Lady Wachter's Cult of the Blackness:*
a one- to two-session adventure for Vallaki that supposes your PCs have killed Lady Wachter. Get the Premium edition!
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